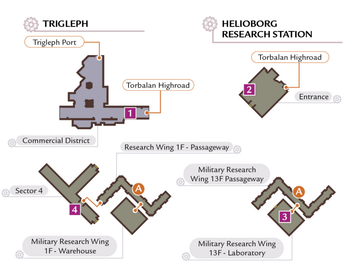
Episode 1: Idealism and Reality

Time

After Chapter 5

Location

Trigleph—Residential Quarter



DIALOGUE FLOWCHART

1 Trigleph—Residential Quarter

L1: — / R1: —

L1: Jude affinity +250 / R1: —

2 Helioborg Research Station - Entrance

3 Helioborg Laboratory

L1: Jude affinity +250 R1:—

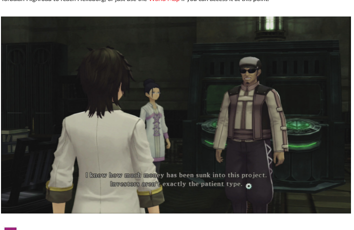
4 Helioborg - Sector 4

L1: Jude affinity +250 / R1: —

L1: Jude affinity +250 / R1: —

Research Problems

1 One of the other spyrite researchers is having trouble in Helioborg. Leave Trigleph and run all the way through the Torbalan Highroad to reach Helioborg, or just use the World Map if you can access it at this point.



2 Talk the man at the southwest entrance of Helioborg to be taken to the research center and enter the Laboratory. The issue at the lab is due to someone's "interest" in Jude's work.

3 4 After taking care of the situation, use the elevator to go to the first floor and leave the building.

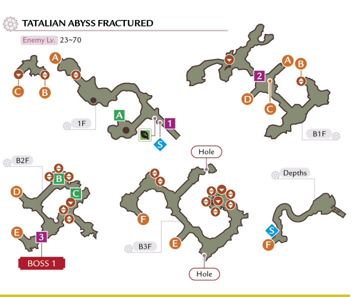
Episode 2: An Unexpected Reunion

Time

After Chapter 7

Location

Hamil—Western District



Note

There are some great treasures in this episode, so make sure to collect them before going too far into the story.

TREASURES

A	Chest	Chamomile ×1
B	Chest	3200gald
C	Chest	Syrup Bottle ×2

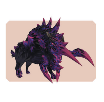
Research Problems

1 Check in on Jude and ponder porange pies before a call takes you away to a Fractured Dimension in Tatalian Abyss.

2 Battle your way down to B1F to find a doctor helping an extermination team that is attempting to deal with a beast.

3 Continue your descent into the Abyss to B2F, but before you go to the southwest corner, gather any treasures you want. At this point you can choose to have Jude with your team or stay behind to help the injured people.

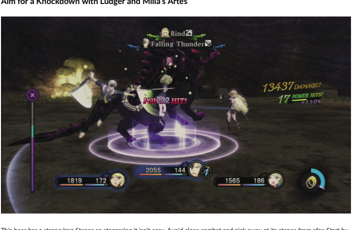
BOSS Mega Tusk (Catalyst)



Level	24–71
Iron Stance	300
HP	86640–215232
Weak	
Strong	

Drop	Broken Fang (100%)
Steal	–

Aim for a Knockdown with Ludger and Milla's Artes



This boss has a strong Iron Stance so staggering it isn't easy. Avoid close combat and pick away at its stance from afar. Start by controlling Ludger and have him play the part of decoy, luring the foe with the Fury Stoke skill. Then have Ludger block continuously while you have your other party members pelt the boss with spells from afar. The best characters for this role are Milla and Rowen, who can target its elemental weaknesses. When the boss is down, use Crushing Blow to shoot for critical hits.

4 Back in the prime dimension, Jude ponders the people he met in the Fractured Dimension.

5 6 Head to Helioborg, back to the Laboratory, to deal with a new issue related to Jude's research.

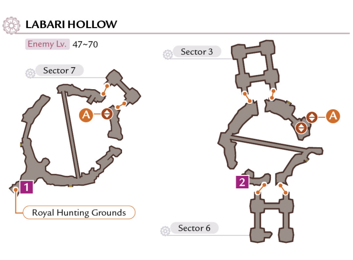
Episode 3: Jude's Duty

Time

After Chapter 10

Location

Xian Du



DIALOGUE FLOWCHART

Xian Du

L1: Jude affinity +250 / R1: —

L1: Jude affinity +250 / R1: —

1 Labari Hollow Entrance

2 Labari Hollow—Sector 6 (combat)

L1: Jude affinity +250 / R1: —

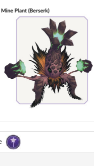
L1: Jude affinity +250 / R1: —

Monster Mission

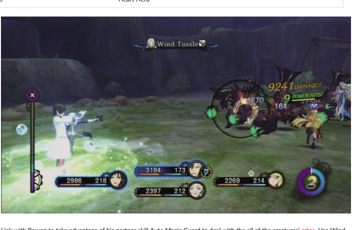
Speak to Jude in Xian Du and Nova will call with a request for a monster-eradication job in Labari Hollow.

1 2 Warp to Labari Hollow and run down to Sector 6 to face the troublesome creatures.

Mira Plant (Berserk)



Type	
HP	32760
Weak	
Strong	
Drop	Heart Herb



Link with Rowen to take advantage of his partner skill Auto Magic Guard to deal with the all of the creatures' artes. Use Wind or Fire artes from your dual pistols to shoot from a safe distance. Have Jude use Recovery Ring to take care of the party and the three plants will go down quick.

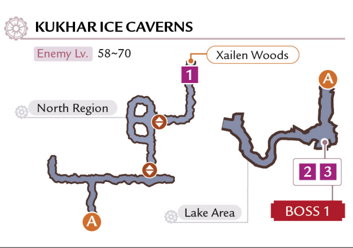
Episode 4: Celsius's Request

Time

After Chapter 13

Location

Kanbalar—Castle Gaius Gates



DIALOGUE FLOWCHART

Kanbalar—Castle Gaius Gates

L1: Jude affinity +250 / R1: —

1 Kukhar Ice Caverns

2 Lake Area

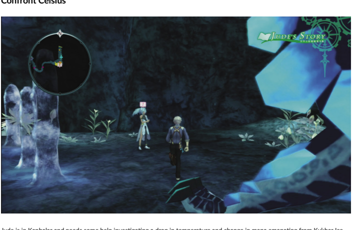
L1: — / R1: —

3 Boss—Celsius

L1: — / R1: —

L1: Jude affinity +500 / R1: —

Confront Celsius



Jude is in Kanbalar and needs some help investigating a drop in temperature and change in mana emanating from Kukhar Ice Caverns.

1 Travel to Kukhar Ice Caverns and run through the dungeon to the Lake Area.

2 Seek out Celsius in this area and avoid the Elite Monster if you haven't dealt with it already.

BOSS Celsius

Level	59–71
Iron Stance	40
HP	177600–209568
Weak	
Strong	

Drop	Pure White Puffball (100%) Ultimate Glacier (100%)
Steal	Water Spirit's Tears (5%)

Aim for Guard Breaks with Gaius

3 Before you start attacking, use Savage Beckoning to boost your Strength. Celsius is a powerful foe who moves and executes artes quickly, but has a fairly weak Iron Stance for a boss. Gaius will have a relatively easy time breaking through with guard breaks, while the rest of your party proactively attacks with normal attacks. When Celsius is staggered, use Beast. After you knock it down, use the opportunity to retreat back to safety. Your enemy's artes may inflict Petrify; if they do immediately cure it with Jude's Recovery Ring or items.

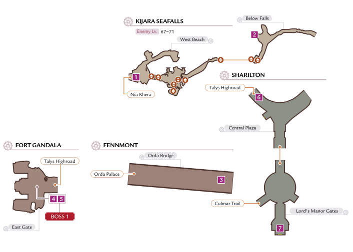
Episode 5: Where Dreams Once Thrived

Time

After Chapter 15

Location

Kanbalar—Castle Gaius Gates



DIALOGUE FLOWCHART

1 Kijara Seafalls—West Beach

2 Kijara Seafalls—Below Falls

L1: — / R1: —

L1: — / R1: —

3 Fennmont—Orda Bridge

L1: — / R1: —

4 Fort Gandala—East Gate

L1: — / R1: —

5 Boss—Celsius and Aqua Dragon (Enslaved)

L1: — / R1: Jude affinty +250

6 Sharilton—Central Plaza

7 Sharilton—Lord's Manor—Parlor

L1: — / R1: —

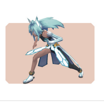
Nostalgic Tour

1 2 Meet Jude in the same spot as the last episode. Celsius shows up, but is not there to fight. The spirit wants to visit some nostalgic locations, so start with Kijara Seafalls. Go to the waterfall and learn more about the spirit.

3 The next stop is Fennmont—Orda Bridge. This used to be an endless field and now it is a bustling city.

4 Go to Fort Gandala—East Gate to let Celsius see the "eye-sore" that has been built in this location. Celsius has had a great time reminiscing, but wants to test your resolve with a battle.

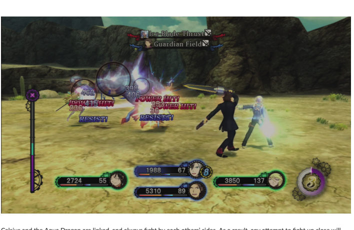
BOSS Celsius



Level	69–73
Iron Stance	40
HP	102120–107448
Weak	
Strong	

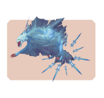
Drop	Snowcrystal (100%)
Steal	Water Spirit's Tears (5%)

Defeat the Aqua Dragon First



Celsius and the Aqua Dragon are linked, and always fight by each others' sides. As a result, any attempt to fight up close will likely result in you taking attacks from both at once. Start by putting some distance between yourself and these foes and focusing Ludger's dual pistols attacks on the Aqua Dragon, who doesn't share Celsius's resistance to gun attacks. Use Rapid Burst in hopes of inflicting Burns and prey on their mutual weakness to Fire-type attacks.

BOSS Aqua Dragon (Enslaved)



Level	69–73
Iron Stance	150
HP	139380–146652
Weak	
Strong	

Drop	–
Steal	–

Attacks to Watch Out For

Celsius's Ice-Blade Thrust: Celsius bends over a fallen foe and dishes out a series of attacks. You can't guard against this attack, so back-step away.

Aqua Dragon's Splash Breath: The dragon emits a powerful spray of water breath in front of it. The attack has long range, but there's a blind spot right in front of the dragon, so if you use a front-step at the instant the dragon begins using it, you can get in close where it's safe.

6 7 Go to Sharilton and head south to Lord's Manor Gates and enter the mansion. Jude's story concludes with a valuable lesson and an incredible breakthrough in his research.

Episode 1: Milla's Soup

Time

After completing Chapter 7 and until Interval 10–11

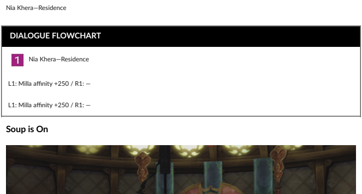
Location

Nia Khera—Residence

DIALOGUE FLOWCHART

- 1 Nia Khera—Residence
- L1: Milla affinity +250 / R1: —
- L1: Milla affinity +250 / R1: —

Soup is On



1 Talk to Milla in the cozy Nia Khera—Residence. She promised Elle a sample of her cooking and the owner of the house lets Milla use the kitchen to make soup.

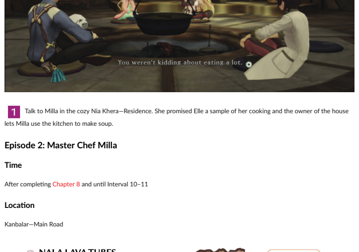
Episode 2: Master Chef Milla

Time

After completing Chapter 8 and until Interval 10–11

Location

Kanbalar—Main Road

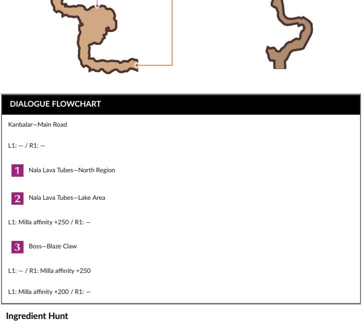


DIALOGUE FLOWCHART

- Kanbalar—Main Road
- L1: — / R1: —
- 1 Nala Lava Tubes—North Region
- 2 Nala Lava Tubes—Lake Area
- L1: Milla affinity +250 / R1: —
- 3 Boss—Blaze Claw
- L1: — / R1: Milla affinity +250
- L1: Milla affinity +200 / R1: —

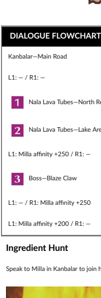
Ingredient Hunt

Speak to Milla in Kanbalar to join her on a hunt for a secret ingredient to prove her culinary prowess.



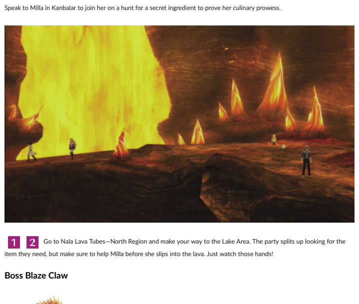
1 2 Go to Nala Lava Tubes—North Region and make your way to the Lake Area. The party splits up looking for the item they need, but make sure to help Milla before she slips into the lava. Just watch those hands!

Boss Blaze Claw

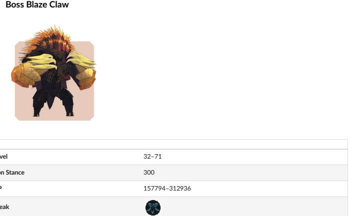


Level	32–71
Iron Stance	300
HP	157794–312936
Weak	
Strong	

Drop	Pointy Talons (100%) / Flame Cape (100%)
Steal	—

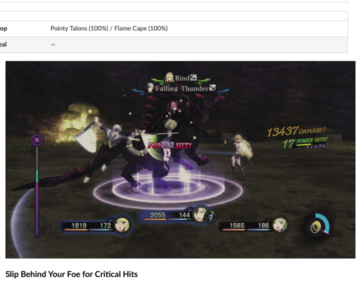


Slip Behind Your Foe for Critical Hits



3 This boss's normal attacks are slow and easy to avoid with quick-steps. It's best to use Jude here, as his Snap Pivot will allow Jude to slip behind the foe as he dodges and retaliate with critical hits. When the boss is staggered, use normal attack combos and then knock the target down with Aqua Sweep to recover your AC. If Jude links with Ludger, they can use the Water-type Linked Arte Dragon Deluge, so when your Link Gauge fills, link with Ludger. Also if you see it leap in the air and start to roll, make sure to guard so you don't get hit by the Mad Blaze attack.

Attacks to Watch Out For



Assault Claw: This has a long forward range, so if you're near the boss, one back-step won't be enough to get out of range. You'll need to perform two in rapid succession.

Downward Swing: This attack has guard break and knockdown effects. There's a window of opportunity before the boss brings his hands down in which you can quick-step away.

Episode 3: The Milla We Know

Time

After completing Chapter 11 and until Interval 12–13

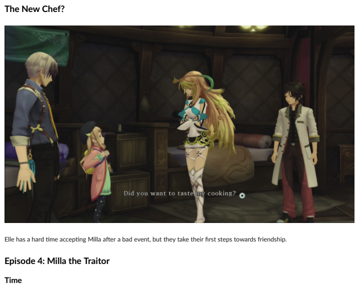
Location

Nia Khera—Residence

DIALOGUE FLOWCHART

- Nia Khera—Residence
- L1: — / R1: Milla affinity +250
- L1: — / R1: Milla affinity +250

The New Chef?



Elle has a hard time accepting Milla after a bad event, but they take their first steps towards friendship.

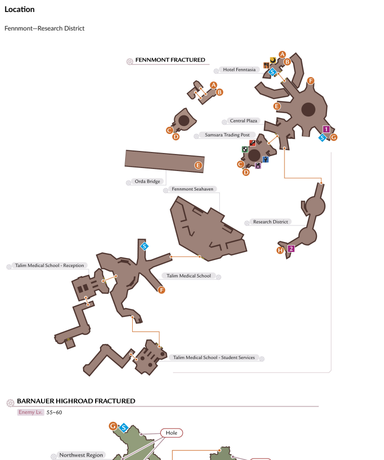
Episode 4: Milla the Traitor

Time

After Chapter 12

Location

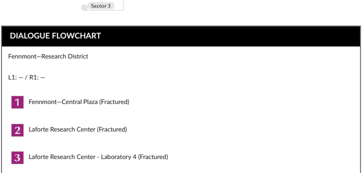
Fenmont—Research District



DIALOGUE FLOWCHART

- Fenmont—Research District
- L1: — / R1: —
- 1 Fenmont—Central Plaza (Fractured)
- 2 Laforte Research Center (Fractured)
- 3 Laforte Research Center—Laboratory 4 (Fractured)
- L1: — / R1: —
- L1: Milla affinity +250 / R1: —
- 4 Boss—Aska
- L1: Milla affinity +200 / R1: —
- L1: — / R1: —
- 5 Laforte Research Center
- L1: — / R1: Milla affinity +250

Jude's Best Buddy



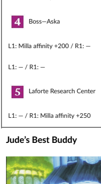
Jude and Milla reminisce about old times in the city where they first met, but a call from Vera disturbs the bickering.

1 Jump into a Fractured Dimension that places you right back in Fennmont, but at the Central Plaza.

2 Check out the shops if you like and talk to the townfolk to get a clue on the catalyst. When you find out its location, go to Point H to get to Laforte Research Center.

3 Go to the upper level in Sector 1 and enter Laboratory 04 to find the source of the problem.

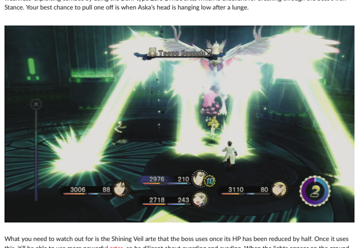
BOSS Aska (Fractured)



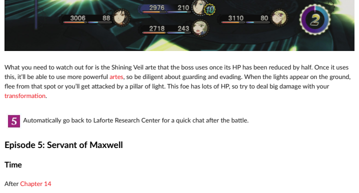
Level	56–73
Iron Stance	200
HP	192528–237888
Weak	
Strong	

Drop	Muddle Ward (100%)
Steal	Roasted Chicken (5%)

Attack Your Foes with Dual Pistols and Dark-Type Damage



4 Ludger's dual pistols allow him to attack Aska's weaknesses and do it from a safe distance away. He can also use weakness-exploiting combos by using the Dark-type Zero Divide arte, which is excellent for breaking through the boss's Iron Stance. Your best chance to pull one off is when Aska's head is hanging low after a lunge.



What you need to watch out for is the Shining Veil arte that the boss uses once its HP has been reduced by half. Once it uses this, it'll be able to use more powerful artes, so be diligent about guarding and evading. When the lights appear on the ground, flee from that spot or you'll get attacked by a pillar of light. This fox has lots of HP, so try to deal big damage with your transformation.

5 Automatically go back to Laforte Research Center for a quick chat after the battle.

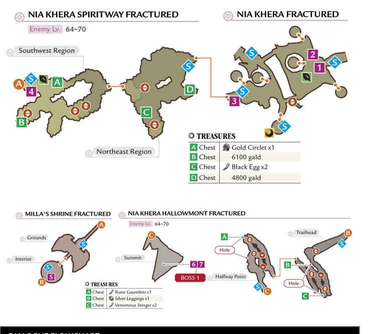
Episode 5: Servant of Maxwell

Time

After Chapter 14

Location

Nia Khera

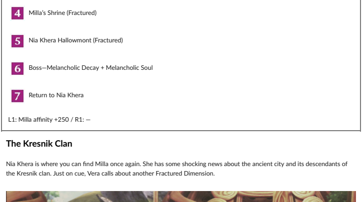


DIALOGUE FLOWCHART

- Nia Khera
- L1: — / R1: Milla affinity +250
- 1 Nia Khera (Fractured)
- 2 Speak to Isa
- L1: — / R1: —
- 3 Nia Khera Spiritway (Fractured)
- 4 Milla's Shrine (Fractured)
- 5 Nia Khera Hallowmont (Fractured)
- 6 Boss—Melancholic Decay + Melancholic Soul
- 7 Return to Nia Khera
- L1: Milla affinity +250 / R1: —

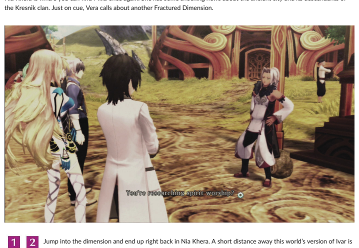
The Kresnik Clan

Nia Khera is where you can find Milla once again. She has some shocking news about the ancient city and its descendants of the Kresnik clan. Just on cue, Vera calls about another Fractured Dimension.



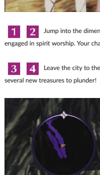
1 2 Jump into the dimension and end up right back in Nia Khera. A short distance away this world's version of Isa is engaged in spirit worship. Your chat with Isa is cut off quickly as the Terror of the Hallowmont has returned.

3 4 Leave the city to the west to cut through Nia Khera Spiritway to get to Milla's Shrine. Along the way there are several more treasures to plunder!



5 Use the hidden exit behind the tapestry in Milla's Shrine to get to Nia Khera Hallowmont (Fractured). As you make your way to the summit, conserve your resources for the boss battle, but try to collect the three treasures.

Boss Melancholic Decay

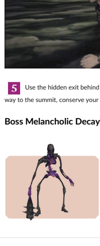


Level	65–71
Iron Stance	200
HP	297570–322140
Weak	
Strong	

Drop	Rotten Bone (100%) Sharp Fang (100%)
Steal	Mysterious Bead (5%)

7 Return to Nia Khera for an interesting conversation.

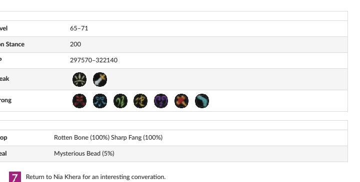
Boss Melancholic SOUL



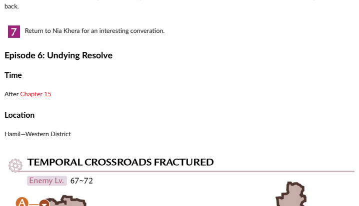
Level	65–71
Iron Stance	0
HP	22890–24780
Weak	
Strong	

Drop	—
Steal	—

Prioritize Killing the Melancholic Soul



6 The Melancholic Decay will use Freedom Gaze to sacrifice its own HP and summon two Melancholic Souls. As soon as you defeat the Melancholic Souls, the boss will immediately summon new ones. But every time it does, it reduces some of its own HP, so your efforts will not be in vain.



Attack the Melancholic Soul with your strike weapons; it's a weakness of theirs and hits from strike sources always knock them back.

7 Return to Nia Khera for an interesting conversation.

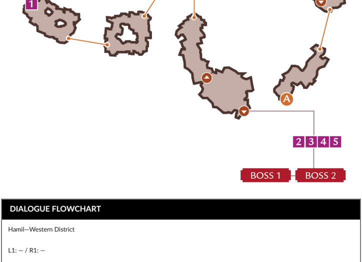
Episode 6: Undying Resolve

Time

After Chapter 15

Location

Hamil—Western District

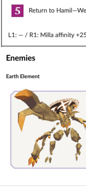


DIALOGUE FLOWCHART

- Hamil—Western District
- L1: — / R1: —
- 1 Temporal Crossroads (Fractured)
- 2 Jump down to confront Maxwell (Fractured)
- L1: Milla affinity +300 / R1: —
- 3 Boss—Maxwell (Fractured)
- L1: — / R1: —
- 4 Boss—Muzét (Enslaved Catalyst)
- 5 Return to Hamil—Western District
- L1: — / R1: Milla affinity +250

Enemies

Earth Element

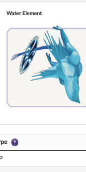


Type	
HP	6249
Weak	
Strong	
Absorbs	

Water Element

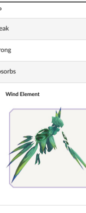
Type	
HP	6720
Weak	
Strong	
Absorbs	

Wind Element



Type	
HP	6720
Weak	
Strong	
Absorbs	

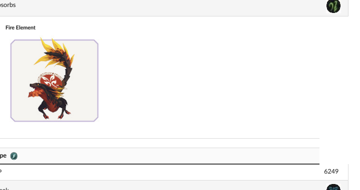
Fire Element



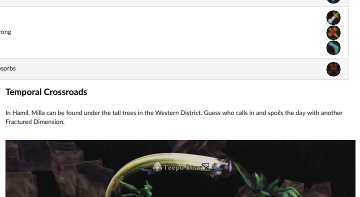
Type	
HP	6249
Weak	
Strong	
Absorbs	

Temporal Crossroads

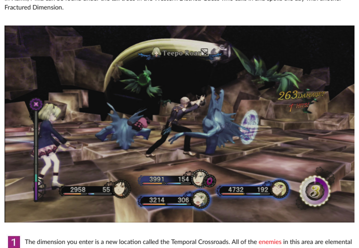
In Hamil, Milla can be found under the tall trees in the Western District. Guess who calls in and spoils the day with another Fractured Dimension.



1 The dimension you enter is a new location called the Temporal Crossroads. All of the enemies in this area are elemental beings that absorb their own elemental type and are weak against the opposite element. It would be pretty easy to battle these foes if they appeared in groups of only one type. However, the creatures attack in mixed squads, and you will need to alter your artes and possibly your weapon type to deal with them. With a little preparation, you can choose your artes for each weapon to have the four elemental types. Simply start off an attack with the enemy's elemental weakness and continue the combo with other artes.

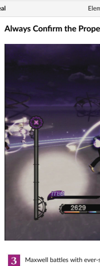


The floating platforms appear to be unconnected sky islands, but as you approach the glowing green light, a transparent bridge will appear. Battle your way through this area in a counterclockwise manner, and in the second ring, jump down at the end of each platform to land on the next segment below.



2 At the end of the road (so to speak) there are three glowing spheres that can provide unlimited Apple Gels, Orange Gels, and Life Bottles. Stock up on supplies before you jump down to face two bosses.

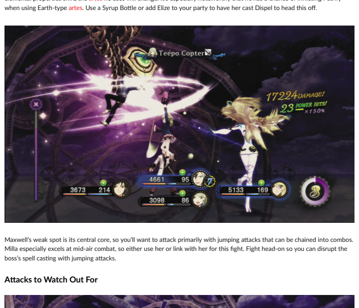
BOSS Maxwell (Fractured)



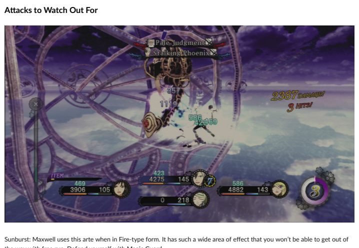
Level	68–73
Iron Stance	150
HP	341862–364452
Weak	—
Strong	—

Drop	Emerald Ring (100%)
Steal	Elemental Cape (5%)

Always Confirm the Properties After an Element Change

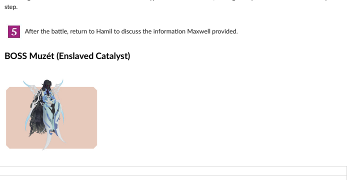


3 Maxwell battles with ever-shifting weaknesses and resistances to Fire, Water, Wind, and Earth elements. Whenever his elemental properties shift, the artes he uses will change. It's especially noteworthy that he has a chance of inflicting Petrify when using Earth-type artes. Use a Syrup Bottle or add Elize to your party to have her cast Dispel to heal this off.



Maxwell's weak spot is its central core, so you'll want to attack primarily with jumping attacks that can be chained into combos. Milla especially excels at mid-air combat, so either use her or link with her for this fight. Fight head-on so you can disrupt the boss's spell casting with jumping attacks.

Attacks to Watch Out For



Sunburst: Maxwell uses this arte when in Fire-type form. It has such a wide area of effect that you won't be able to get out of the way with free run. Defend yourself with Magic Guard.

Pale Judgment: Maxwell uses this arte when in Fire-type form. If it connects, its target may be KO'd. Evade it with a quick-step.

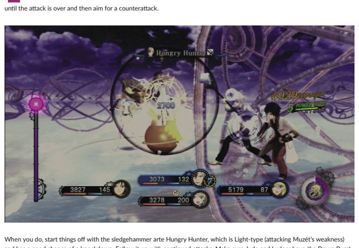
5 After the battle, return to Hamil to discuss the information Maxwell provided.

BOSS Muzét (Enslaved Catalyst)

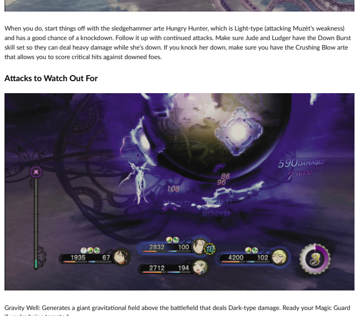
Level	69–74
Iron Stance	120
HP	207000–220500
Weak	
Strong	

Drop	Revival Ring (100%)
Steal	Bizarre Clump (5%)

Aim for Knockdowns with Hungry Hunter



4 This boss uses the same artes as Milla, such as Undine and Efreet. Such artes hit numerous times, so make sure to block until the attack is over and then aim for a counterattack.



When you do, start things off with the sledgehammer arte Hungry Hunter, which is Light-type (attacking Muzét's weakness) and has a good chance of a knockdown. Follow it up with continued attacks. Make sure Jude and Ludger have the Down Burst skill set as they can deal heavy damage while she's down. If you knock her down, make sure you have the Crushing Blow arte that allows you to score critical hits against downed foes.

Attacks to Watch Out For

Gravity Well: Generates a giant gravitational field above the battlefield that deals Dark-type damage. Ready your Magic Guard if you're being targeted.

Hair Attack: Muzét can attack with her hair, a straight-line attack with a very long range. Don't try to quick-step away, just block.

Character Stories

Alvin's Story

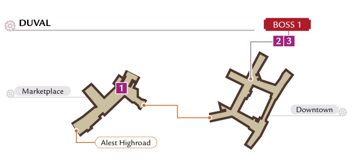
Episode 1: Alvin the Salesman

Time

After completing Chapter 6

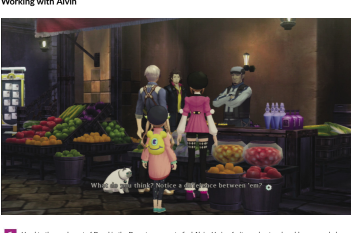
Location

Duval—Downtown



DIALOGUE FLOWCHART
Duval—Downtown
L1: Alvin affinity +350 / R1: —
1 Duval—Marketplace
L1: — / R1: Alvin affinity +350
2 Duval—Downtown
3 Boss—Ivar
L1: Alvin affinity +100 / R1: —

Working with Alvin



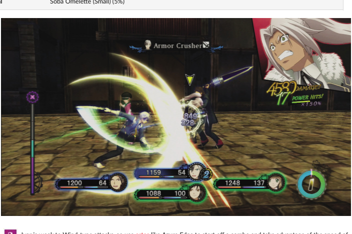
1 Head to the seedy part of Duval in the Downtown area to find Alvin. He is a fruit merchant and could use some help with his business. Help Alvin convince a local vendor in the Marketplace to carry his produce.

2 Go back to the Downtown area to meet Alvin's business partner. Unfortunately, Ivar shows up, itching for a fight.

BOSS Ivar

Level	15–70
Iron Stance	0
HP	41412–148497
Weak	
Strong	

Drop	Lose Stick (100%) Stamina Ring (100%)
Steal	Soba Omelette (Small) (5%)



3 Ivar is weak to Wind type attacks, so use artes like Azure Edge to start off a combo and take advantage of the speed of the dual blades to pin him down. Ivar has a few powerful attacks. Otherwise, be as aggressive as possible, and you should block when you see the blue ! over his head.

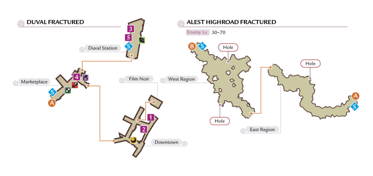
Episode 2: Business Partners

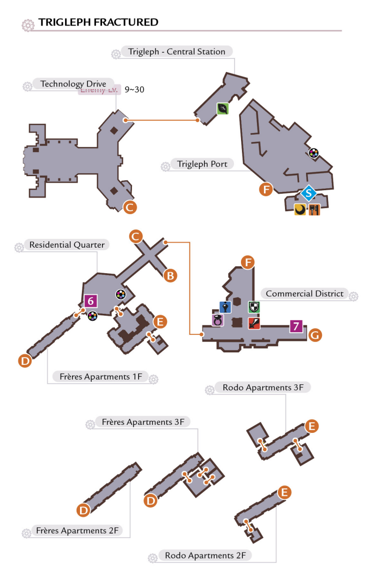
Time

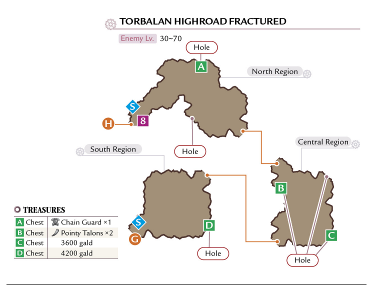
After completing Chapter 8

Location

Duval—Downtown







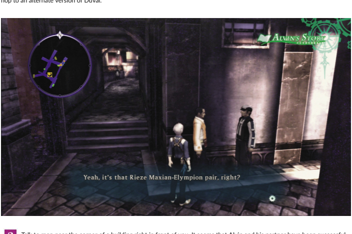
TREASURES

A	Chest	Chain Guard ×1
B	Chest	Pointy Talons ×2
C	Chest	3600 gald
D	Chest	4200 gald

DIALOGUE FLOWCHART
Duval—Downtown
L1: — / R1: Alvin affinity +350
1 Duval—Downtown (Fractured)
2 Speak to men where you appear
3 Duval Station (Fractured)
4 Duval—Marketplace (Fractured)
L1: — / R1: —
L1: Alvin affinity +350 / R1: —
5 Duval Station (Fractured)
6 Trigleph—Residential Quarter (Fractured)
L1: Alvin affinity +350 / R1: —
L1: — / R1: —
7 Exit for Torbalan Highroad (Fractured)
8 Torbalan Highroad (Fractured)
9 Helioborg Entrance (Fractured)
10 Military Research Wing 1F—Passage (Fractured)
11 Military Research Wing 1F—Warehouse (Fractured)
12 Duval—Marketplace
L1: Alvin affinity +350 / R1: —

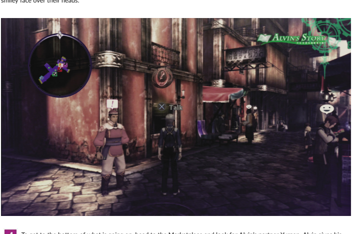
Alvin and Yurgen

1 Alvin is at his hangout in Duval—Downtown. Chat with him, and when Vera calls and he will join in on your dimension hop to an alternate version of Duval.



2 Talk to men near the corner of a building right in front of you. It seems that Alvin and his partner have been successful in this dimension.

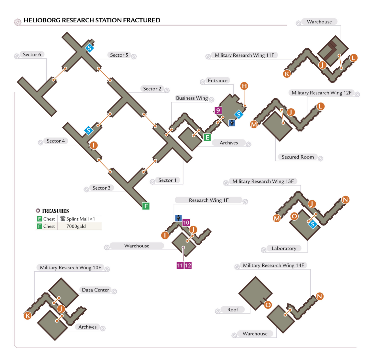
3 You still need a bit more info to find the divergence catalyst, so go to Duval Station to speak to the men with a red smiley face over their heads.



4 To get to the bottom of what is going on, head to the Marketplace and look for Alvin's partner Yurgen. Alvin gives his partner the day off and receives a key to a storage facility in Helioborg.

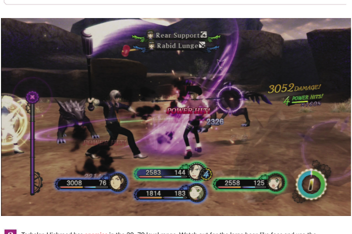
5 You can't warp to Helioborg from the World Map, which means you will have to go to the long way. Go to Duval Station and hop a train to Trigleph.

6 7 Once you reach Trigleph, check out what the Julius and Ludger of this dimension are up to by going to the Residential Quarter. After completing the small diversion, get back on track to make your way to Helioborg, traveling through Torbalan Highroad.



TREASURES

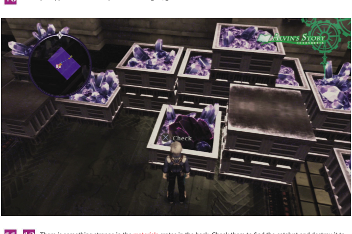
E	Chest	Splint Mail ×1
F	Chest	7000gald



8 Torbalan Highroad has enemies in the 30–70 level range. Watch out for the large boar-like foes and use the sledgehammer to prey on most of the enemies' weakness. Make sure to collect the new treasures in this Fractured Dimension.

9 At the Helioborg Entrance, speak to the man in the light-colored coat to go to the Warehouse.

10 When you appear at the Military Research Wing 1F, go into the Warehouse.



11 12 There is something strange in the materials crates in the back. Check them to find the catalyst and destroy it to return to Duval.

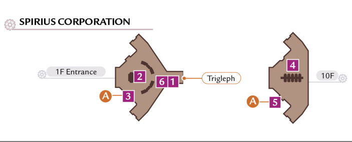
Episode 3: The Price of Betrayal

Time

After completing Chapter 9

Location

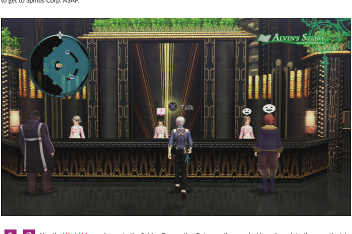
Drellin—Central Plaza



DIALOGUE FLOWCHART
Drellin—Central Plaza
L1: — / R1: —
1 Spirius Corporation
2 Speak to receptionist
L1: Alvin affinity +350 / R1: —
3 Use elevator to go to 10F
4 10F—Approach Yurgen
L1: Alvin affinity +350 / R1: —
5 Use the elevator to return to 1F
6 1F—Approach Yurgen
L1: — / R1: Alvin affinity +350

Doing Business in Elympios

Catch up with Alvin in Drellin and you arrive just in time to find him arguing with Leia over food. Alvin receives a call and needs to get to Spirius Corp. ASAP.



1 2 Use the World Map and warp to the Spirius Corporation Entrance, then run inside and speak to the receptionist in the lobby.

3 4 Take the elevator on the western wall to the 10th floor and check in on Yurgen to find out what all the commotion is about.

5 6 Return the first floor and catch Yurgen at the entrance before he can leave. Alvin and Yurgen exchange some uncomfortable words, and things don't look good for their joint venture.

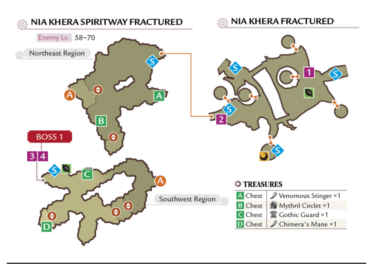
Episode 4: Farewells and Resolutions

Time

After Chapter 12

Location

Fennmont—Hotel Fenntasia—Lobby



TREASURES

A	Chest	Venomous Stinger ×1
B	Chest	Mythril Circlet ×1
C	Chest	Gothic Guard ×1
D	Chest	Chimera's Mane ×1

DIALOGUE FLOWCHART
Fennmont—Hotel Fenntasia—Lobby
L1: Alvin affinity +350 / R1: —
1 Nia Khera (Fractured)
L1: — / R1: —
2 Nia Khera Spiritway (Fractured)
3 Milla's Shrine (Fractured)
4 Boss—Alvin and Agria (Fractured)
L1: Alvin affinity +700 / R1: —
5 Fennmont—Hotel Fenntasia
L1: Alvin affinity +350 / R1: —

Alvin's Past Comes Full Circle

Check in on Alvin in Fennmont, but he doesn't seem to be in a good mood. Luckily Vera calls with a Fractured Dimension to break the tension.

1 2 In Fractured Nia Khera it seems like someone's ring is the catalyst. Follow that person towards Milla's Shrine by exiting towards Nia Khera Spiritway. The toughest foe in this next area is the Treant, but if you use a sledgehammer and team up with Leia, your combined striking damage will smash the tree creatures with ease. As you make your way through the Spiritway, make sure to collect the treasures in this dimension.

3 As soon as you arrive at Milla's Shrine, Alvin runs into his counterpart in this dimension.

BOSS Alvin (Fractured)

Level	59–71
Iron Stance	50
HP	145200–171336
Weak	
Strong	

Drop	Peach Pie (Small) (100%)
Steal	Silver Leggings (5%)

Take Out Agria First

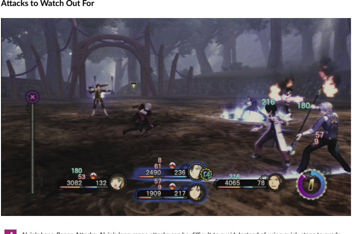
4 When this battle begins, focus your attacks on Agria, who has the lowest HP. Ludger's sledgehammer should be effective at breaking her guard and attacking her weakness to strike damage. After defeating Agria, switch to dual pistols and turn them on Alvin. Note that both of these foes are weak to Water, so the battle will be a lot easier with Water-casting specialist Rowen on your team. Have your team spread out to guard against mystic artes.

BOSS Agria (Fractured)

Level	59–71
Iron Stance	50
HP	110400–130272
Weak	
Strong	

Drop	Flame Ward (100%)
Steal	Magic Symbol (5%)

Attacks to Watch Out For



4 Alvin's Long-Range Attacks: Alvin's long-range attacks can be difficult to avoid. Instead of using quick-steps to evade, play it safe and block instead.

Agria's Flame Drill: This attack hits numerous times and has a high chance of inflicting bleeding and burn ailments. The ailments are more damaging than the attack itself, so make sure to block.

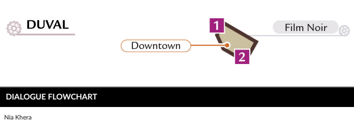
Episode 5: Cheers to a Better Future

Time

After Chapter 15

Location

Xian Du



DIALOGUE FLOWCHART
Nia Khera
L1: — / R1: Alvin affinity +350
1 Duval—Bar "Film Noir"
2 Speak to Balan or Yurgen
L1: Alvin affinity +700 / R1: —

Uniting the Nations

When you meet up with Alvin in Xian Du, he is in a good mood and invites you to a celebration over a big announcement.

1 2 Use the World Map to travel to the bar "Film Noir" in Duval, and speak to Balan or Yurgen to get the party started.

Character Stories

Elize's Story

Episode 1: Elize's Friend

Time

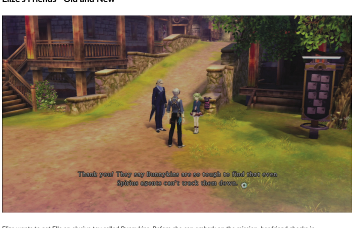
After completing Chapter 6

Location

Hamil—Eastern District

DIALOGUE FLOWCHART
Hamil—Eastern District
L1: Elize affinity +400 / R1: —
L1: Elize affinity +400 / R1: —

Elize's Friends—Old and New



Elize wants to get Elle an elusive toy called Bunnykins. Before she can embark on the mission, her friend checks in.

Episode 2: The Great Bunnykins Race

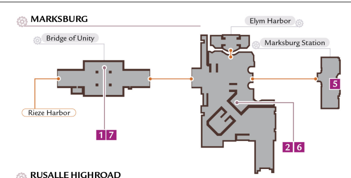
Time

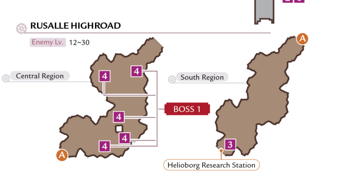
After completing Chapter 9

Location

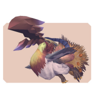
Marksburg—Elym Harbor

DIALOGUE FLOWCHART
Marksburg—Elym Harbor
L1: Elize affinity +400 / R1: —
1 Bridge of Unity
2 Marksburg—Accept Speed Quest job
3 Rusalle Highroad
4 Boss—Defeat Five Malachite Beaks
5 Return to Marksburg
6 Report Speed Quest completion
7 Bridge of Unity
L1: — / R1: Elize affinity +400
L1: — / R1: Elize affinity +700





MALACHITE BEAK



Level	13–31
Iron Stance	100
HP	5952–11136
Weak	[icon]
Strong	—
Drop	—
Steal	—

Bunnykins Challenge

Talk to Elize in Marksburg to find out about a competition that is taking place where the grand prize is a Bunnykins.

1 Go the Bridge of Unity and talk to the guy holding the contest.

2 Check the Job Bulletin in Marksburg and accept the Speed Quest job as an Event Quest.

3 4 Use the World Map and travel to Rusalle Highroad's Central Region. The job requires defeating five Malachite Beaks. Make sure to use the sledgehammer and you will smash them quickly.

5 6 Warp back to Marksburg and report the successful completion of the Speed Quest job to receive the Prize Voucher.

7 Run back to the Bridge of Unity and show the man the prize ticket to win the grand prize... a Bunnykins?

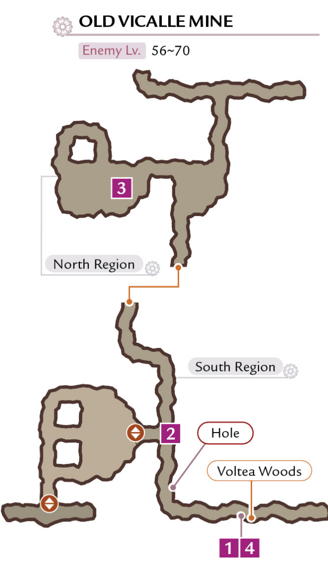
Episode 3: Unrequited Sentiment

Time

After completing Chapter 13

Location

Leronde Seahaven



DIALOGUE FLOWCHART
Leronde Seahaven
L1: — / R1: —
1 Old Vicalle Mine entrance
2 Approach Chancellor
L1: Elize affinity +400 / R1: —
3 Battle Exodus
L1: Elize affinity +50 / R1: Rowen affinity +100
4 Voltea Woods entrance
L1: — / R1: Elize affinity +400

Enemies

Exodus Agent

Type	[icon]
HP	6090
Weak	[icon]
Strong	[icon]

Spyrix Sentry 3.0+

Type	[icon]
HP	12180
Weak	[icon] [icon]
Strong	[icon]

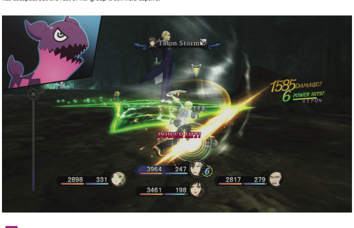
Disguised Exodus Gunner

Type	[icon]
HP	6090
Weak	[icon]
Strong	—

Chancellor Rescue

Catch up with Elize in Leronde Seahaven when some startling news is dropped on your group. The Chancellor has been kidnapped by Exodus and it's up to your team to save her.

1 2 Use the World Map and travel to Old Vicalle Mine. Travel a short distance into the mine to find the Chancellor has escaped, but the rest of her group is still held captive.



3 Confront the Exodus group in the North Region. The big threat is the turret-toting Sentry that has a big long-range laser attack. Focus on attacking the robot with Strike-type damage and continuously assault it to interrupt its attacks. When the mech is gone, switch to dual blades and finish off the Exodus goons.

4 When the fight is over, go back to the South Region and crawl through the small tunnel to reach Voltea Woods and discuss the fate of the Exodus members.

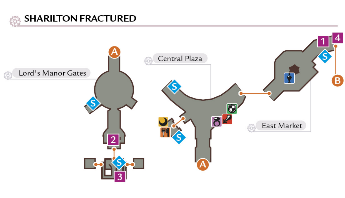
Episode 4: Before My Feelings Could Reach You

Time

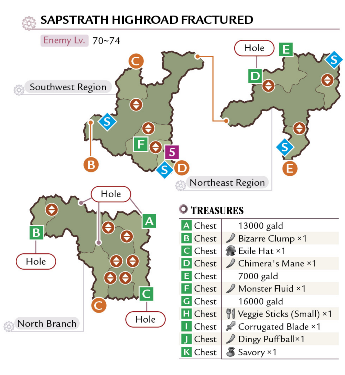
After Chapter 15

Location

Sharilton—Central Plaza

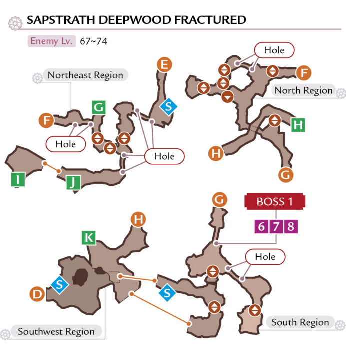


DIALOGUE FLOWCHART
Sharilton—Central Plaza
L1: Elize affinity +400 / R1: —
1 Sharilton—East Market (Fractured)
2 Sharilton—Lord's Manor Gates (Fractured)
L1: Elize affinity +350 / R1: —
3 Sharilton—Lord's Manor Room
4 Sapstrath Highroad (Fractured)
5 Sapstrath Deepwood (Fractured)
6 Confront Jiao
L1: — / R1: Elize affinity +400
7 Boss—Jiao
8 Return to Sharilton—Lord's Manor Gates
L1: Elize affinity +100 / R1: Elize affinity +400



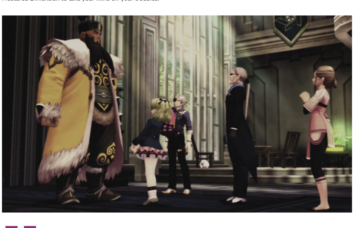
TREASURES

A	Chest	13000 gald
B	Chest	Bizarre Clump ×1
C	Chest	Exile Hat ×1
D	Chest	Chimera's Mane ×1
E	Chest	7000 gald
F	Chest	Monster Fluid ×1
G	Chest	16000 gald
H	Chest	Veggie Sticks (Small) ×1
I	Chest	Corrugated Blade ×1
J	Chest	Dingy Puffball×1
K	Chest	Savory ×1



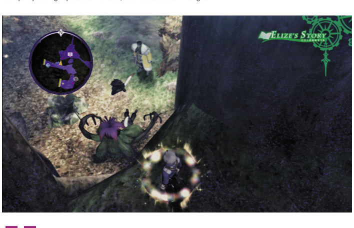
Elize's Past Comes Full Circle

When you speak to Elize in Sharilton, she is still upset after the events of the last episode. Vera calls and there is nothing like a Fractured Dimension to take your mind off your troubles.



1 2 The new dimension starts in Sharilton—East Market. Speak to the townfolk to learn about what is going on and go to Lord's Manor Gates to meet someone who knows Elize.

3 Follow Jiao upstairs and enter the room to find out more about him. What you learn from the conversation is that there is rampant poaching of protected monsters, and Jiao sets out to investigate.



4 5 Going after Jiao is a long trek through Sapstrath Highroad and into Sapstrath Deepwood. Most of the creatures in these areas are weak to Slash-type damage from Ludger's dual blades, so they shouldn't be a problem to cope with. While it's tempting just to sprint through these sections, there are a lot of great treasures to collect.

6 Confront Jiao in the South Region of Sapstrath Deepwood to find out he is the catalyst.

BOSS Jiao (catalyst)

Level	67–74
Iron Stance	300
HP	248640–271950
Weak	[icon] [icon]
Strong	[icon] [icon]
Drop	Frailty Ward (100%)
Steal	Finest Fur (5%)

Fight Primarily from Long-Range

7 Jiao moves slowly and most of his attacks have limited range. Additionally, he's weak to Ludger's dual pistols, so it's both safe and effective to battle him with dual pistols from afar. If you exploit his other weakness to Wind with Wind-type damage from Ludger's dual pistols artes, it becomes even easier. The one danger is that Jiao can summon Hawks and Sylvan Wolves, so you can get overrun by the sheer amount of foes. Destroy the summoned monsters immediately and retreat to a safe distance to continue the assault on the boss.

> **Note**
>
> Fill out your party with characters who excel at close-range to act as decoys.

8 When the catalyst is destroyed, the party returns to Sharilton. Elize learns many important life lessons and grows up a little more, but that doesn't mean she will give up on Bunnykins!

Character Stories

Rowen's Story

Episode 1: Rowen and Marcia

Time

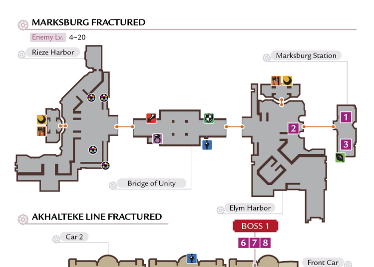
After completing Chapter 7

Location

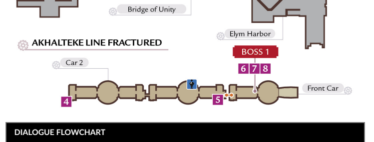
Marksburg—Elym Harbor

MARKSBURG FRACTURED

Enemy Lv. 4~20



AKHALTEKE LINE FRACTURED



DIALOGUE FLOWCHART

Marksburg—Elym Harbor

L1: — / R1: —

L1: — / R1: Rowen affinity +300

1 Marksburg Station (Fractured)

2 Marksburg—Elym Harbor (Fractured)

L1: — / R1: Rowen affinity +300

3 Marksburg Station (Fractured)—Ticket Machine

4 Akhalteke—Car 2 (Fractured)

5 Go to First Car

6 Approach Sonny

L1: — / R1: Rowen affinity +300

7 Boss—Sonny (Catalyst)

8 Return to Marksburg—Elym Harbor

L1: — / R1: —

L1: — / R1: Rowen affinity +300

Marcia's Cat

Speak to Rowen in Marksburg to receive a little history lesson before Vera interrupts with another Fractured Dimension.

1 2 Jump into the Fractured Dimension to arrive at Marksburg Station. Head back to Elym Harbor and meet Marcia, who is politician in this world as well. Marcia's "dearest friend" is a cat named Sonny, but unfortunately it is the catalyst.

3 Go to the train station and use the ticket machine to get a ticket to ride the train.

4 Getting the ticket automatically puts you aboard the Akhalteke Line.

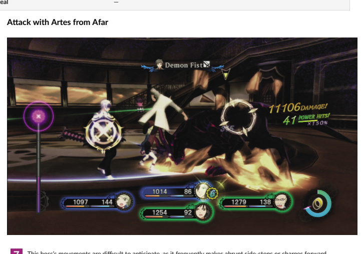
5 6 Make your way up to the front car and eavesdrop on Marcia and her mystery conversational partner. Continue into the car and approach Sonny.

BOSS Sonny (Catalyst)

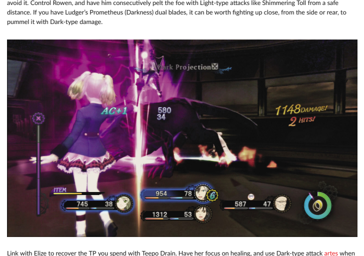
Level	24–71
Iron Stance	200
HP	57285–142308
Weak	
Strong	—

Drop	Catnip (100%)
Steal	—

Attack with Artes from Afar



7 This boss's movements are difficult to anticipate, as it frequently makes abrupt side-steps or charges forward. Additionally, its Fire-type Tail Spin has a wide range of attack and can inflict burns, so you'll want to battle from far away to avoid it. Control Rowen, and have him consecutively pelt the foe with Light-type attacks like Shimmering Toll from a safe distance. If you have Ludger's Prometheus (Darkness) dual blades, it can be worth fighting up close, from the side or rear, to pummel it with Dark-type damage.



Link with Elize to recover the TP you spend with Tempo Drain. Have her focus on healing, and use Dark-type attack artes when healing isn't necessary. After casting artes, use Arte Tuning to increase the number of hits for more damage.

8 When the town returns to the prime dimension, they discuss that Marcia may have similar goals and it would be great to have her on their side.

Episode 2: Rowen's Secret

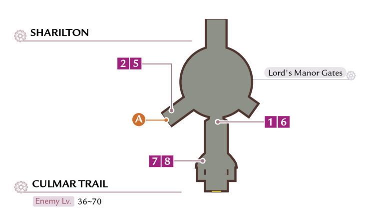
Time

After completing Chapter 8

Location

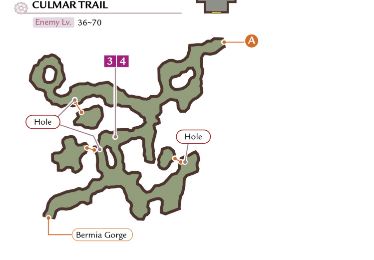
Sharilton—Central Plaza

SHARILTON



CULMAR TRAIL

Enemy Lv. 36~70



DIALOGUE FLOWCHART

Sharilton—Central Plaza

L1: Rowen affinity +300 / R1: Elize affinity +400

1 Sharilton—Lord's Manor Gates

L1: Rowen affinity +300 / R1: —

2 Culmar Trail

3 Approach Rowen in Culmar Trail

L1: — / R1: Rowen affinity +300

L1: — / R1: —

L1: — / R1: Rowen affinity +300

4 Battle Elympion Extremists

L1: Rowen affinity +300 / R1: —

5 Sharilton—Lord's Manor Gates

6 Speak to Lady Driselle

L1: Rowen affinity +300 / R1: —

7 Speak to Lady Driselle again

L1: — / R1: —

8 Select item for the time capsule

Enemies

Elympion Extremist

Type	
HP	2310
Weak	
Strong	

Time Capsule

Rowen is going to see Lady Driselle, and you should tag along.

1 2 Head south to Lord's Manor Gates, but Rowen makes a hasty departure. Follow him towards Culmar Trail.

3 In Culmar Trail, Rowen is standing near several fallen foes. Speak to him to find out what is going on.

4 Your group is ambushed by four Elympion Extremists, but their weakness to Wind-type damage should make them easy targets for your dual blades and artes like Azure Edge.

5 6 Go back to Lord's Manor Gates and finally resume your journey to speak to Lady Driselle.

7 8 A short distance away, Lady Driselle is going to bury a time capsule. Speak to her again and choose the item you want to bury for the future.

Note

The weapon you bury will determine what special weapon will be available in the future. For example, if you select the Spirius Blades, you will receive a special set of blades in the future.

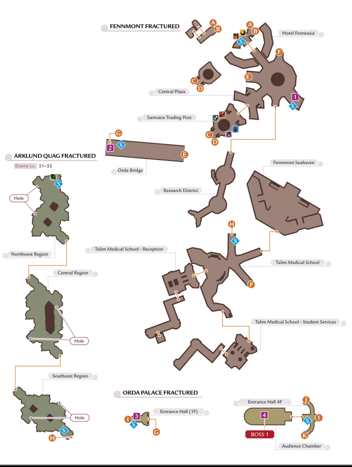
Episode 3: The Fellowship and the Oath

Time

After completing Chapter 11

Location

Xian Du



DIALOGUE FLOWCHART

Xian Du

L1: Rowen affinity +300 / R1: —

L1: Rowen affinity +300 / R1: Elize affinity +400

1 Fennmont—Central Plaza (Fractured)

2 Orda Palace (Fractured)

3 Orda Palace—Entrance Hall 4F (Fractured)

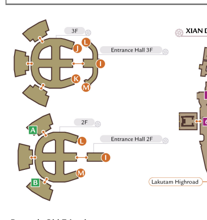
4 Boss—Nachtigal

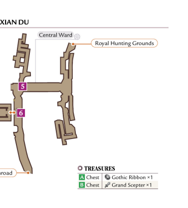
L1: Rowen affinity +300 / R1: —

5 Return to Xian Du

6 Xian Du—Inn—Lobby

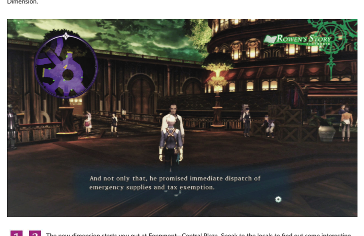
L1: — / R1: —



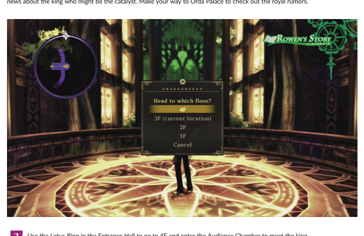


Rowen's Old Friend

When you visit Rowen in Xian Du, he is accosted by several extremists. This is a somewhat common occurrence for him due to the rift between the two nations. Take your mind off the political tensions for a bit and take Vera's call to jump into a Fractured Dimension.

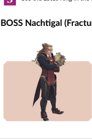


1 2 The new dimension starts you out at Fennmont—Central Plaza. Speak to the locals to find out some interesting news about the king who might be the catalyst. Make your way to Orda Palace to check out the royal rumors.



3 Use the Lotus Ring in the Entrance Hall to go to 4F and enter the Audience Chamber to meet the king.

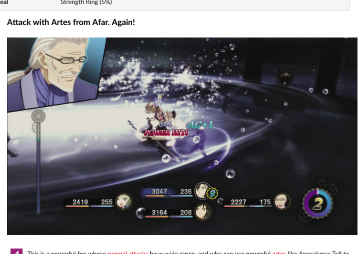
BOSS Nachtigal (Fractured)



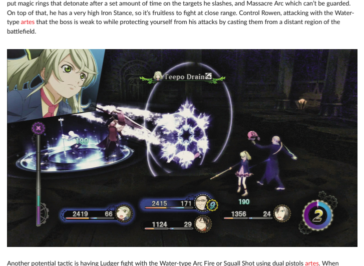
Level	52–71
Iron Stance	300
HP	173988–229392
Weak	
Strong	

Drop	Dark Capo (100%) Badlands (100%)
Steal	Strength Ring (5%)

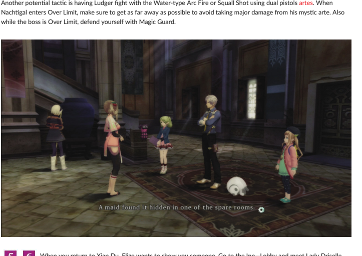
Attack with Artes from Afar. Again!



4 This is a powerful foe whose normal attacks have wide range, and who can use powerful artes like Apocalypse Toll to put magic rings that detonate after a set amount of time on the targets he slashes, and Massacre Arc which can't be guarded. On top of that, he has a very high Iron Stance, so it's fruitless to fight at close range. Control Rowen, attacking with the Water-type artes that the boss is weak to while protecting yourself from his attacks by casting them from a distant region of the battlefield.



Another potential tactic is having Ludger fight with the Water-type Arc Fire or Squall Shot using dual pistols artes. When Nachtigal enters Over Limit, make sure to get as far away as possible to avoid taking major damage from his mystic arte. Also while the boss is Over Limit, defend yourself with Magic Guard.



5 6 When you return to Xian Du, Elize wants to show you someone. Go to the Inn—Lobby and meet Lady Driselle, who has a very startling letter for you to read.

Episode 4: To the Edge of Eternity and Back

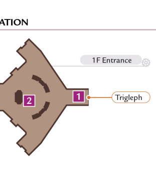
Time

After Chapter 15

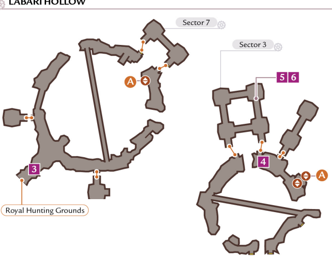
Location

Drellin

SPIRIUS CORPORATION



LABARI HOLLOW



DIALOGUE FLOWCHART

Drellin

L1: Rowen affinity +300 / R1: —

L1: — / R1: —

1 Spirius Corporation Lobby

2 Talk to Vera

L1: — / R1: Rowen affinity +300

3 Labari Hollow Entrance

4 Fight Elympion Extremist

5 Enter Sector 3 and approach Rowen

L1: — / R1: Rowen affinity +300

6 Defeat the kidnappers

L1: Rowen affinity +800 / R1: —

Enemies

Armored Exodus Extremist

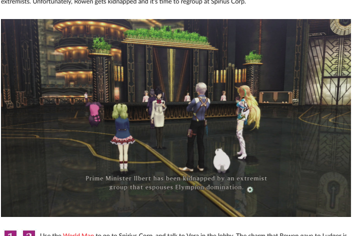
Type	
HP	7080
Weak	
Strong	

Extremist Mastermind

Type	
HP	7080
Weak	
Strong	

Rowen's Past Comes Full Circle

Join Rowen in Drellin to partake in some spirits... the kind that come in a bottle. But the good times don't last long as Rowen receives an urgent message about threats of terrorism. Rowen hands Ludger "a good luck charm" and races off to deal with the extremists. Unfortunately, Rowen gets kidnapped and it's time to regroup at Spirius Corp.



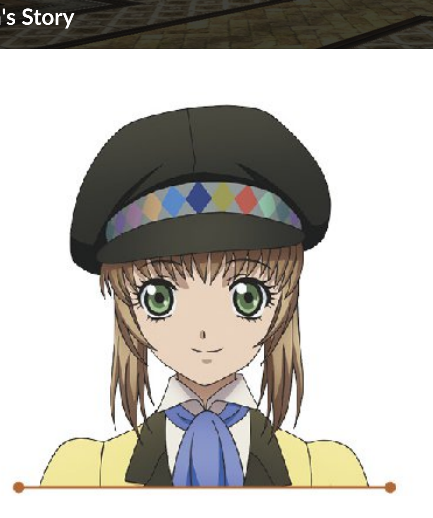
1 2 Use the World Map to go to Spirius Corp. and talk to Vera in the lobby. The charm that Rowen gave to Ludger is a sort of spirit tracking device. With the help of Milla and the Four Great Spirits, they pinpoint Rowen's location.

3 Warp to Labari Hollow, make your way around the ring-like area, and battle your way down to Sector 3.

4 A lone guard stands outside Sector 3 and will be a breeze to deal with as it is weak to Wind-type damage.

5 6 Enter Sector 3 and confront the kidnappers to save Rowen. Confront the Armored Exodus Extremist first with relentless attacks of the sledgehammer before they have a chance to use a Lemon Gel. Switch to dual blades to deal with the Extremist Mastermind to exploit its weakness to Slash-type damage. When the battle is over, Rowen reveals his tactical plan for unity.

Character Stories
Leia's Story



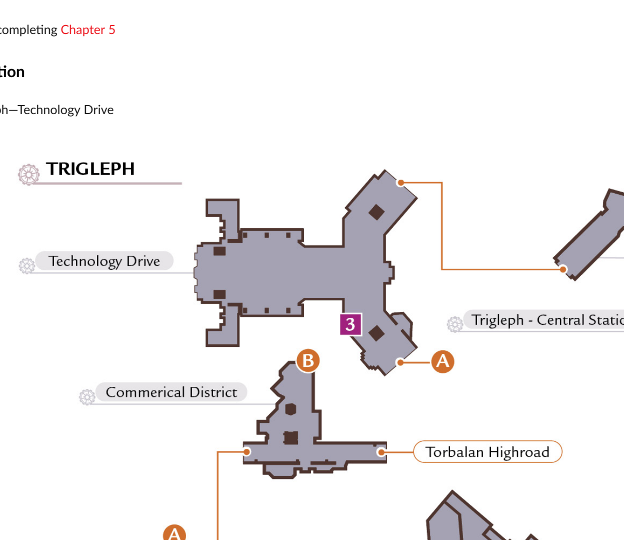
Episode 1: Leia's Mission

Time

After completing Chapter 5

Location

Trigleph—Technology Drive



DIALOGUE FLOWCHART

Trigleph—Technology Drive

L1: — / R1: —

1 Trigleph—Central Station

L1: — / R1: —

2 Trigleph Port - Inn - Lobby

L1: Leia affinity +400 / R1: Leia affinity +400

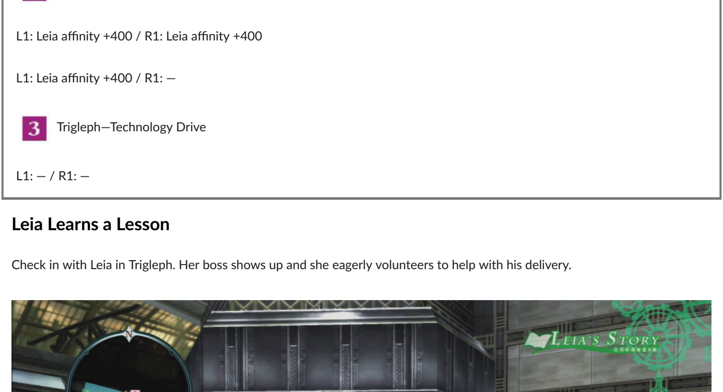
L1: Leia affinity +400 / R1: —

3 Trigleph—Technology Drive

L1: — / R1: —

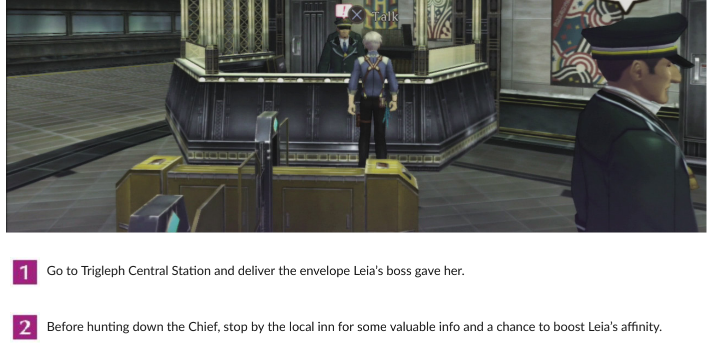
Leia Learns a Lesson

Check in with Leia in Trigleph. Her boss shows up and she eagerly volunteers to help with his delivery.



1 Go to Trigleph Central Station and deliver the envelope Leia's boss gave her.

2 Before hunting down the Chief, stop by the local inn for some valuable info and a chance to boost Leia's affinity.



3 Take the delivery confirmation slip and show it to Leia's boss in Technology Drive.

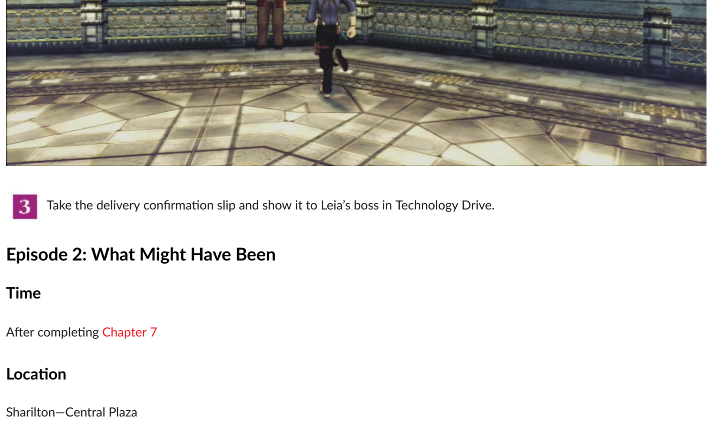
Episode 2: What Might Have Been

Time

After completing Chapter 7

Location

Sharilton—Central Plaza



DIALOGUE FLOWCHART

Sharilton—Central Plaza

1 Bermia Gorge—Northwest Region (Fractured)

2 Talk to Agria

L1: — / R1: Leia affinity +400

3 Approach Agria

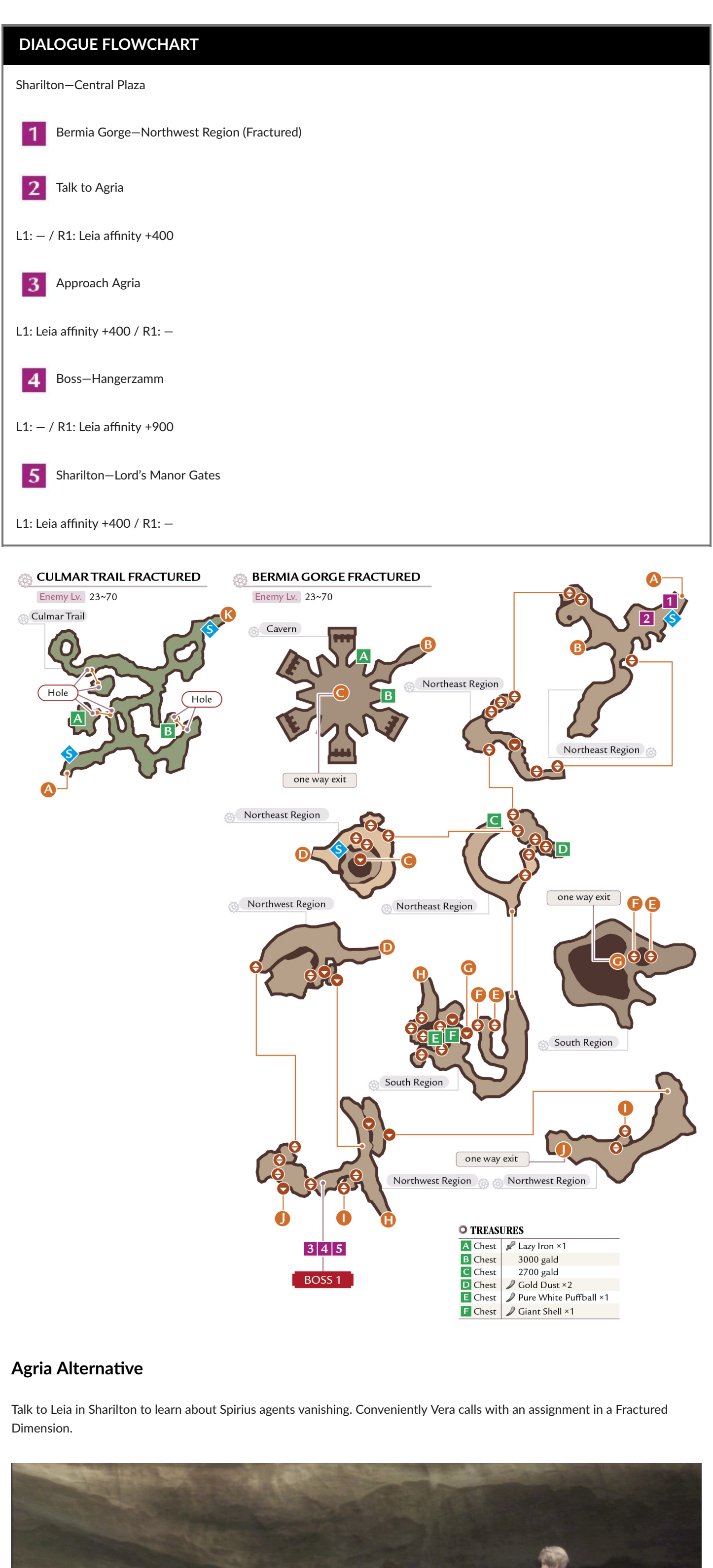
L1: Leia affinity +400 / R1: —

4 Boss—Hangerzamm

L1: — / R1: Leia affinity +900

5 Sharilton—Lord's Manor Gates

L1: Leia affinity +400 / R1: —



Agria Alternative

Talk to Leia in Sharilton to learn about Spirius agents vanishing. Conveniently Vera calls with an assignment in a Fractured Dimension.

1 2 Jump into the dimension to be taken to Bermia Gorge. Agria is only a few feet away and is very impatient!

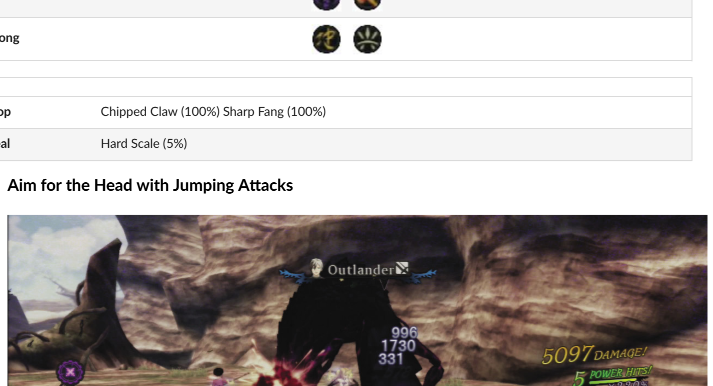
3 Battle your way through this complicated area to get to the monster causing all the commotion. The enemies here have varying weaknesses, so make sure to switch weapons and use the sledgehammer on the Tortoises and dual blades on the flying foes. When you finally find Agria, approach her with caution because the boss is nearby.

BOSS Hangerzamm

Level	24–71
Iron Stance	400
HP	85785–21308
Weak	
Strong	

Drop	Chipped Claw (100%) Sharp Fang (100%)
Steal	Hard Scale (5%)

Aim for the Head with Jumping Attacks



4 All of this boss's attacks have such long range that it's difficult to dodge them with quick-steps. Guard diligently, and counterattack with Ludger's sledgehammer strikes. When you do, if you jump before attacking, you can hit the boss's head for guaranteed criticals. Sometimes the boss summons Worm Shades with the Call Out arte. Switch to dual blades to cut through them or set Alvin's Target Strategy to Cancel Spirit Artes. The boss is weak to Dark-type artes, so having Elize in your party would be a big help.

5 Once the catalyst is destroyed, your group returns to Sharilton and Leia gets an important insight on her relationship with Agria.

Episode 3: Leia's Big Scoop

Time

After completing Chapter 9

Location

Leronde

DIALOGUE FLOWCHART

Leronde

L1: Leia affinity +400 / R1: —

L1: — / R1: —

L1: — / R1: Elize affinity +400

What's Really Important

Check in on Leia as she ponders the question her editor challenged her with. She is struggling to find out what it takes to be a great reporter, and decides to work through the problem to figure out what is really important.

Note

This episode seems very short, but it unlocks a series of Event Quests called Leia Report.

Episode 4: The Hard Truth

Time

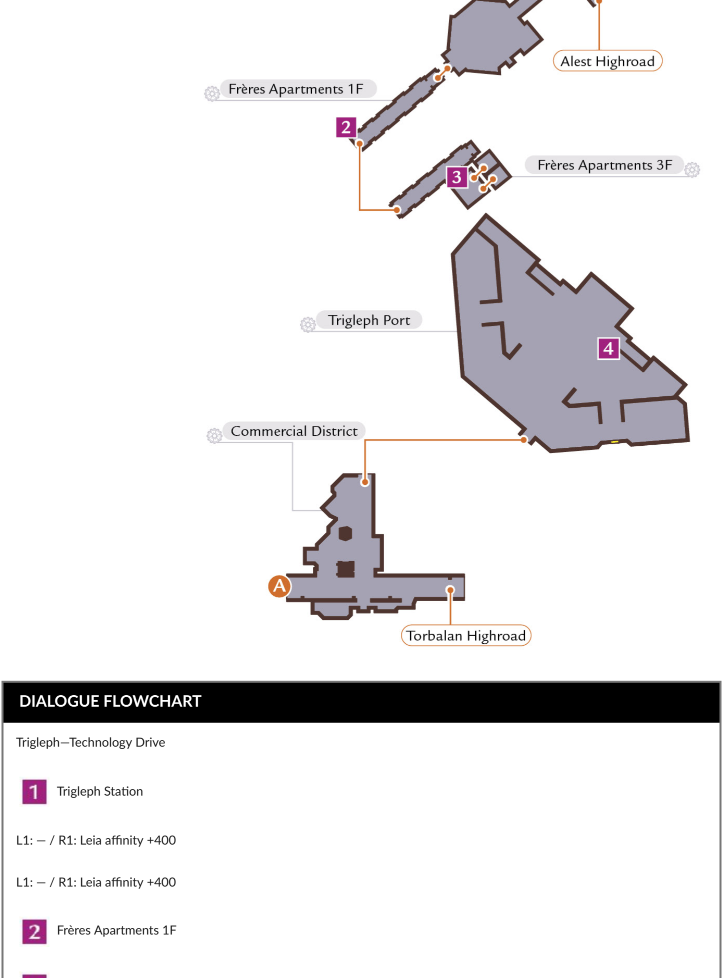
After Chapter 14

Location

Trigleph—Technology Drive

Note

The Leia Chapter 4 episode can be triggered in: Trigleph - Technology Drive, Duval - Downtown, Marksburg - Bridge of Unity, Drellin - Central Plaza, Hamil - Western District, Nia Khera, Sharilton - Central Plaza, Xian Du - Central Ward, Kanbalar - Inn - Lobby, Fennmont - Hotel Fenntasia - Lobby, Leronde Seahaven, Aladhi Seahaven, Sapstrath Seahaven, or Lakutam Seahaven.



DIALOGUE FLOWCHART

Trigleph—Technology Drive

1 Trigleph Station

L1: — / R1: Leia affinity +400

L1: — / R1: Leia affinity +400

2 Frères Apartments 1F

3 Frères Apartments 302

L1: Leia affinity +400 / R1: —

4 Trigleph Port*

L1: — ** / R1: — **

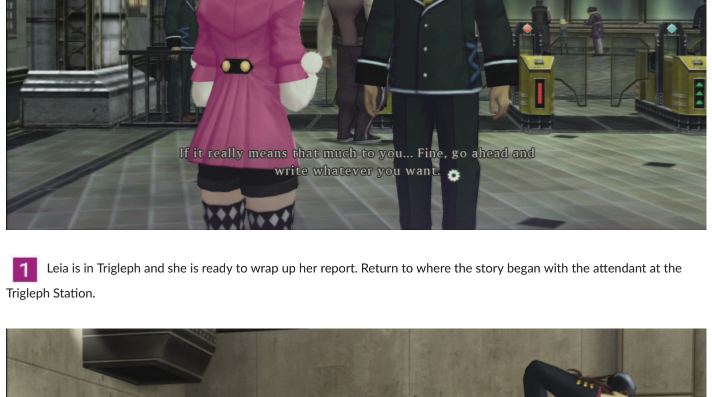
*Must Complete Leia Report Part 2

** Must Complete Leia Report Part 3

Leia's Hard Work Pays Off

Note

This requires the completion of Event Quest Leia Report Part 1, but if you want things to turn out well, finish all three parts first!



1 Leia is in Trigleph and she is ready to wrap up her report. Return to where the story began with the attendant at the Trigleph Station.

2 3 Leia needs somewhere to work and she plans to pull an all-nighter at Ludger's place to finish her report. Go to Frères Apartments and head up to Ludger's place on the third floor to support Leia.

4 Leia finishes her report and races off to show her editor. Follow her to Trigleph Port and find out what Leia has learned as she takes another step to becoming a full-fledged journalist.

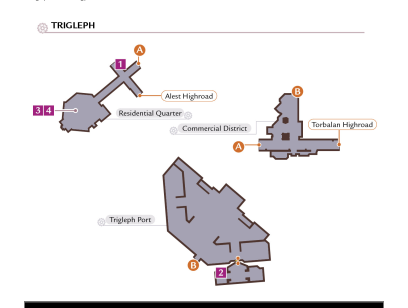
Episode 1: A Meeting With Gaius

Time

After completing Chapter 9

Location

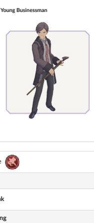
Trigleph—Technology Drive



DIALOGUE FLOWCHART
Trigleph—Technology Drive
L1: — / R1: —
1 Trigleph—Central Station
2 Trigleph Port—Inn—Lobby
3 Trigleph Residential Quarter
L1: Gaius affinity +400 / R1: —
4 Brawl in Trigleph Residential Quarter

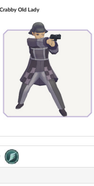
Enemies

Young Businessman



Type	
HP	1423
Weak	
Strong	—

Cobbly Old Lady



Type	
HP	1560
Weak	
Strong	—

Drunk Man

Type	
HP	1470
Weak	
Strong	

Uptight Girl

Type	
HP	1380
Weak	
Strong	—

Self-Righteous Man

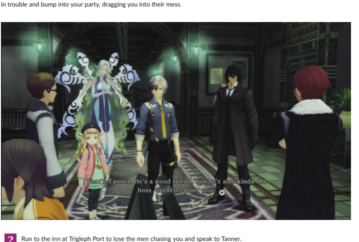
Type	
HP	1553
Weak	
Strong	—

Tanner

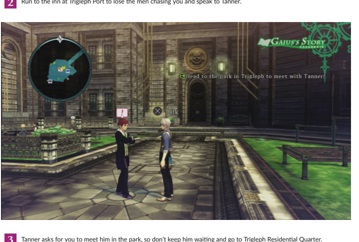
Type	
HP	13200
Weak	—
Strong	—

No Love for Rieze Maxia

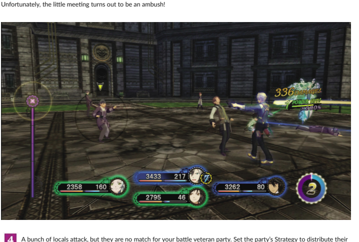
1 Gaius is hanging out in Trigleph, but he is incognito and wants to avoid any attention. A group of young guys seem to be in trouble and bump into your party, dragging you into their mess.



2 Run to the inn at Trigleph Port to lose the men chasing you and speak to Tanner.



3 Tanner asks you to meet him in the park, so don't keep him waiting and go to Trigleph Residential Quarter. Unfortunately, the little meeting turns out to be an ambush!



4 A bunch of locals attack, but they are no match for your battle-veteran party. Set the party's Strategy to distribute their attacks and Spread Out. Many of the Rieze Maxia haters are weak to gunfire, so Ludger can stay back and fire at will.

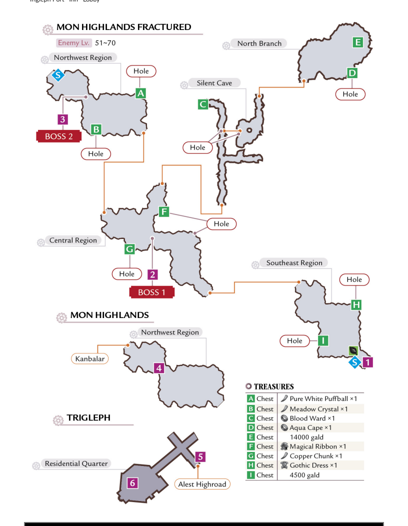
Episode 2: The Ties That Bind

Time

After completing Chapter 11

Location

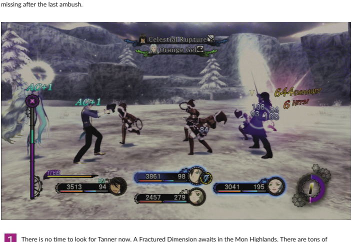
Trigleph Port—Inn—Lobby



DIALOGUE FLOWCHART
Trigleph Port—Inn—Lobby
1 Mon Highlands—Southeast Region (Fractured)
2 Four Boss Battle: Mon Highlands—Central Region (Fractured)
3 Boss—Otulp Mon Highlands—Northwest Region (Fractured)
4 Mon Highlands—Northwest Region
L1: Gaius affinity +800 / R1: —
5 Trigleph—Residential Quarter
6 Talk to Tanner

A Lesson in Friendship

Gaius is back at the inn where you took shelter last episode. Kyle called everyone to meet to try to find Tanner, who went missing after the last ambush.



1 There is no time to look for Tanner now. A Fractured Dimension awaits in the Mon Highlands. There are tons of treasures to search for in this snowy region, and it is pretty safe to walk but that most enemies are weak to Fire-type damage.

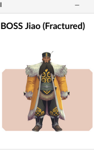
2 Search the Central Region and you will automatically run into a group of Gaius' friends that don't seem too friendly.

BOSS Wingul (Fractured)

Level	52–71
Iron Stance	50
HP	59607–78588
Weak	
Strong	

Drop	Warrior Emblem (100%)
Steal	—

BOSS Jiao (Fractured)



Level	52–71
Iron Stance	100
HP	75717–99828
Weak	
Strong	

Drop	Guardian Emblem (100%)
Steal	—

BOSS Agria (Fractured)

Level	52–71
Iron Stance	50
HP	54744–72216
Weak	
Strong	

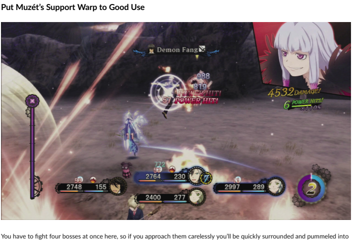
Drop	Magic Emblem (100%)
Steal	—

BOSS Presa (Fractured)

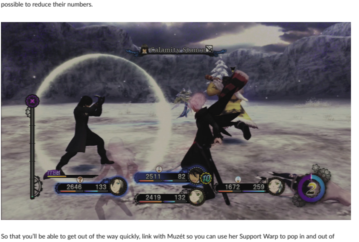
Level	52–71
Iron Stance	50
HP	45107–59472
Weak	
Strong	

Drop	Resistance Emblem (100%)
Steal	—

Put Muzét's Support Warp to Good Use

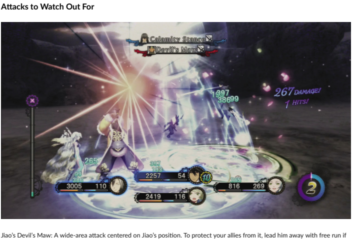


You have to fight four bosses at once here, so if you approach them carelessly you'll be quickly surrounded and pummeled into oblivion. Jiao is especially dangerous and he has lots of short-range knockdown attacks. If he begins pursuing you, run away from him, leading him away from your comrades. Focus on each foe and exploit their weaknesses to drop them as quickly as possible to reduce their numbers.

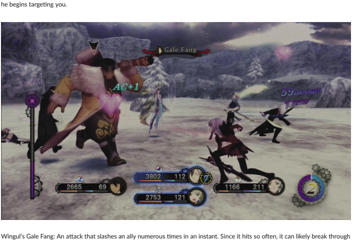


So that you'll be able to get out of the way quickly, link with Muzét so you can use her Support Warp to pop in and out of battle. Once you've culled the enemy's numbers, switch to controlling Gaius and aim to counter enemy attacks with Retribution and Calamity Stance.

Attacks to Watch Out For



Jiao's Devil's Maw: A wide-area attack centered on Jiao's position. To protect your allies from it, lead him away with free run if he begins targeting you.



Wingul's Gale Fang: An attack that slashes an ally numerous times in an instant. Since it hits so often, it can likely break through your guard, so quick-step away to dodge it safely.

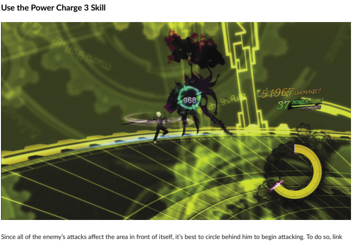
3 Keep trudging through the Mon Highlands to the Northwest Region to find the catalyst.

BOSS Otulp (Fractured)

Level	53–72
Iron Stance	200
HP	200382–263139
Weak	
Strong	

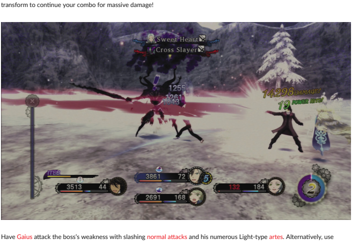
Drop	Mysterious Bead (100%) Black Rain (100%)
Steal	—

Use the Power Charge 3 Skill



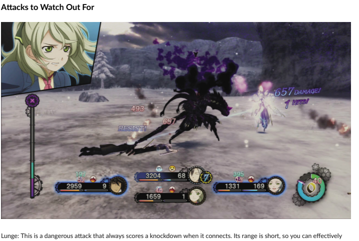
Since all of the enemy's attacks affect the area in front of itself, it's best to circle behind him to begin attacking. To do so, link with Muzét for improved evasive abilities.

This boss moves so slowly that you'll have plenty of time to get away from him and charge up Power Charge 3 while you guard. After staggering the foe, use combos to dish out large amounts of damage. Also, after giving it a weakness with Power Charge, transform to continue your combo for massive damage!



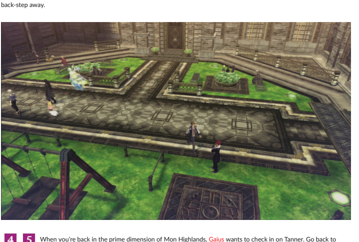
Have Gaius attack the boss's weakness with slashing normal attacks and his numerous Light-type artes. Alternatively, use Ludger's dual blades with artes like Moonlight Assault.

Attacks to Watch Out For



Lunge: This is a dangerous attack that always scores a knockdown when it connects. Its range is short, so you can effectively back-step away as soon as you see the boss rearing back to use it.

Cross Slayer: A long-range attack in which the boss swings its weapons forward. The flip side for its long range is the long window of opportunity it offers before connecting, so even after the arte's name appears on screen, you have time guard or back-step away.



4 5 When you're back in the prime dimension of Mon Highlands, Gaius wants to check in on Tanner. Go back to Trigleph to track him down.

6 Talk to Tanner and Gaius will bestow some wisdom on the reckless kid.

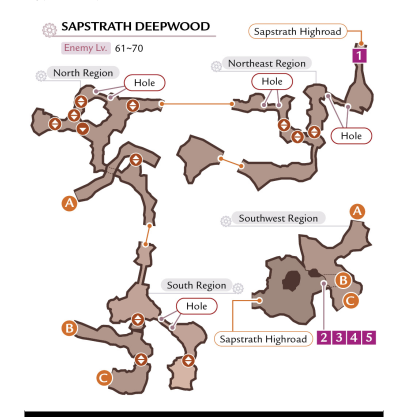
Episode 3: The Sights of Rieze Maxia

Time

After completing Chapter 13

Location

Trigleph Port—Inn—Lobby



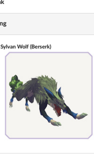
DIALOGUE FLOWCHART
Trigleph Port—Inn—Lobby
1 Sapstrath Deepwood
2 Sapstrath Deepwood—Southwest Region
L1: Gaius affinity +400 / R1: —
3 Monster Ambush
4 Marksburg—Rieze Maxia Entrance
L1: — / R1: —
5 Marksburg—Elym Hotel

Enemies

Sylvan Treant (Overgrown)

Type	
HP	105598
Weak	
Strong	

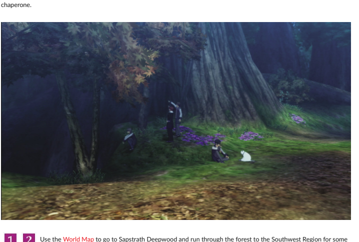
Sylvan Wolf (Berserk)



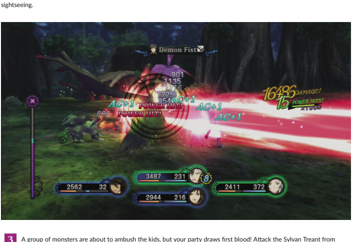
Type	
HP	22866
Weak	
Strong	

Gaius the Chaperone

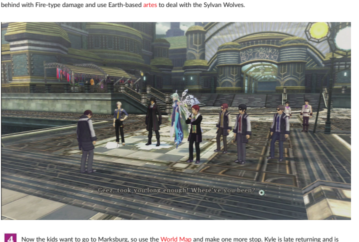
When you met up with Gaius, Kyle and his friends are planning a trip to Rieze Maxia and it looks like your party is the chaperone.



1 2 Use the World Map to go to Sapstrath Deepwood and run through the forest to the Southwest Region for some sightseeing.



3 A group of monsters are about to ambush the kids, but your party draws first blood! Attack the Sylvan Treant from behind with Fire-type damage and use Earth-based artes to deal with the Sylvan Wolves.



4 Now the kids want to go to Marksburg, so use the World Map and make one more stop. Kyle is late returning and is acting suspicious.

5 The group automatically goes to the Elym Hotel and the news of a murder in Rieze Maxia is spreading like wildfire.

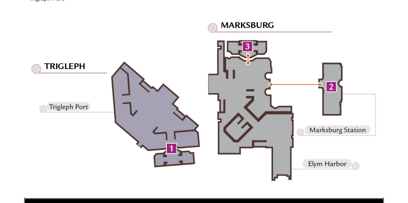
Episode 4: What the King Must Do

Time

After Chapter 15

Location

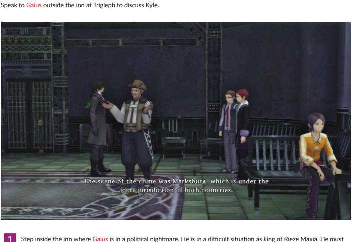
Trigleph Port



DIALOGUE FLOWCHART
Trigleph Port
1 Trigleph Port—Inn—Lobby
2 Marksburg—Elym Harbor
3 Marksburg—Elym Hotel
L1: Gaius affinity +400 / R1: —
L1: — / R1: Gaius affinity +400
L1: Gaius affinity +700 / R1: —

A Tough Decision

Speak to Gaius outside the inn at Trigleph to discuss Kyle.



1 Step inside the inn where Gaius is in a political nightmare. He is in a difficult situation as king of Rieze Maxia. He must decide how to help his new friends while avoiding an international incident.

2 3 Go to Marksburg and enter the Elym Hotel. Speak to the person at the front desk to join the politicians in the conference room. Some tough decisions need to be made, but Erston will always have the memories of his times with his friends.

Character Stories

Muzét's Story

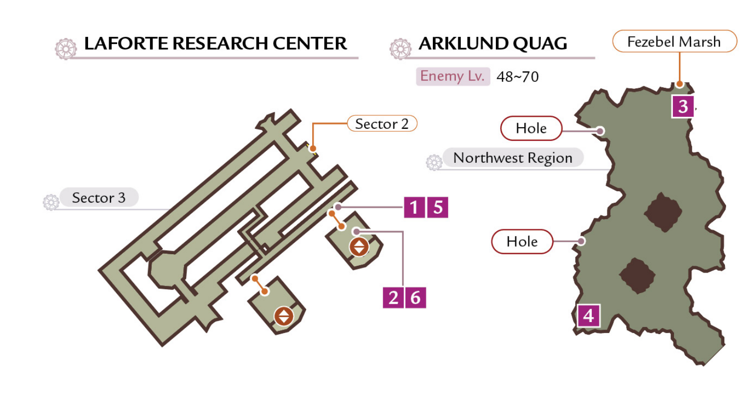
Episode 1: The Spirit Radio

Time

After completing Chapter 10

Location

Fennmont—Orda Bridge



DIALOGUE FLOWCHART

Fennmont—Orda Bridge

L1: — / R1: Muzét affinity +500

1 Laforte Research Center—Sector 3

2 Laforte Research Center—Sector 3 Laboratory 10

L1: — / R1: —

L1: — / R1: —

3 Arklund Quag

4 Talk to Nigel

5 Laforte Research Center—Sector 3 Laboratory 10

6 Speak to Nigel

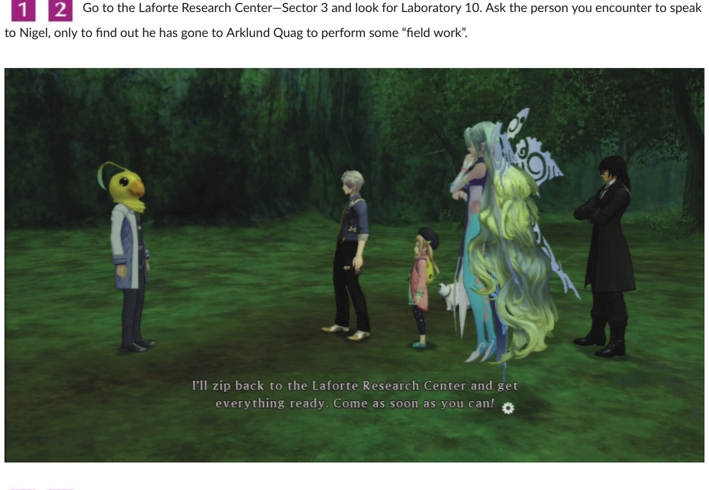
L1: Muzét affinity +600/R1: Gaius affinity +400

L1: — / R1: —

Hearing Voices

Muzét is hanging out in Fennmont and Balan interrupts, mentioning a breakthrough communication device for spirts. He wants Muzét to help with the research, and she goes along with the plan for fun.

1 2 Go to the Laforte Research Center—Sector 3 and look for Laboratory 10. Ask the person you encounter to speak to Nigel, only to find out he has gone to Arklund Quag to perform some "field work".



3 4 Use the World Map to go to Arklund Quag and make your way to the Northwest Region in search of Nigel. He is kind of hard to miss as he is the only person standing around with a bird-like helmet. Nigel is overjoyed that you will help with his research and heads back to the lab.

5 6 Back in the lab, talk to Nigel who straps the Yakkety Strap 2000 on Ludger. The device won't come off until it's done processing, and unfortunately the only spirit Ludger can hear is Muzét's inner thoughts.

Episode 2: From Muzét with Love

Time

After completing Chapter 14

Location

Drellin

DIALOGUE FLOWCHART

Drellin

L1: Muzét affinity +600 / R1: —

L1: Muzét affinity +600 / R1: Muzét affinity +600

1 Bermia Gorge (Fractured)

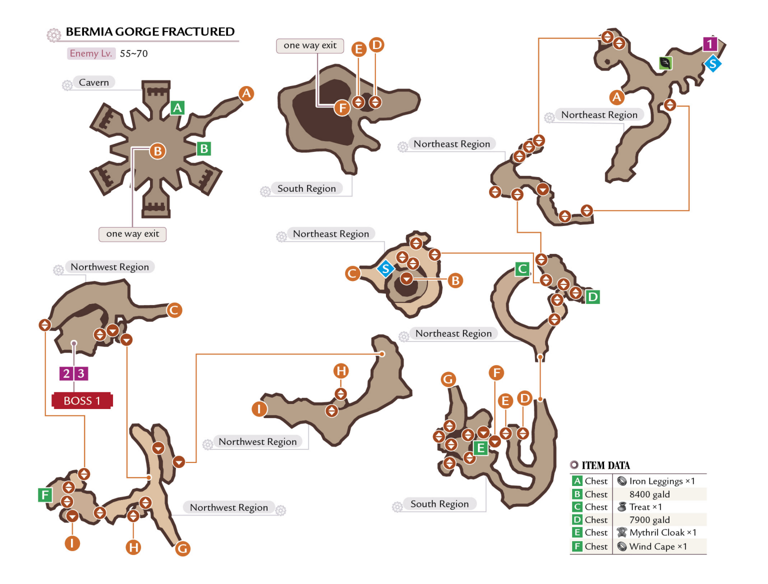
2 Boss—Vaioplume

3 Nia Khera

The Art of Giving

Muzét is in Drellin mulling over what to get Milla's friends to make them like her more. Gaius offers an idea to make something from harpy feathers. Conveniently, Vera calls in about a Fractured Dimension where you can find those feathers.

1 Bermia Gorge is a complicated area with lots of ledges to explore, but it is worth it to find all of the treasures it has to offer. Make your way to the Northeast Region to find the feathers Muzét needs from a harpy boss.

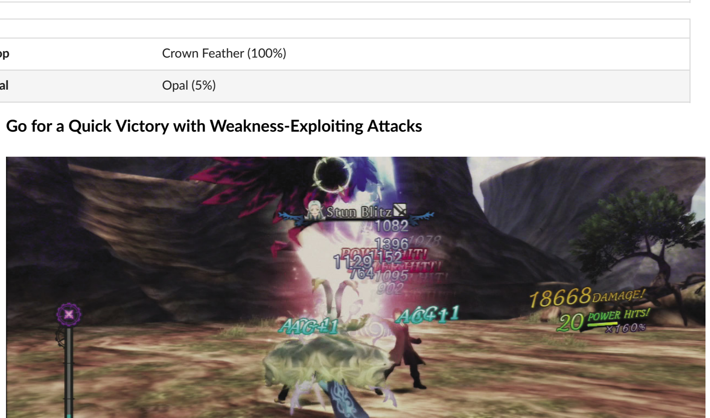


BOSS Vaioplume

Level	56–71
Iron Stance	40
HP	162732–201072
Weak	
Strong	

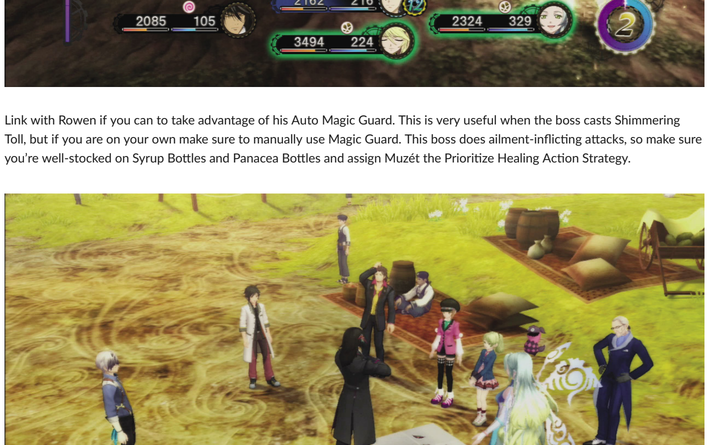
Drop	Crown Feather (100%)
Steal	Opal (5%)

Go for a Quick Victory with Weakness-Exploiting Attacks



2 Challenge this boss at close range with Ludger and Gaius, both of whom are capable of exploiting its weakness to slashing damage. The boss is also weak to Earth-type damage, which Rowen can exploit with artes like Air Pressure and Freeze Lancer for big damage.

Link with Rowen if you can to take advantage of his Auto Magic Guard. This is very useful when the boss casts Shimmering Toll, but if you are on your own make sure to manually use Magic Guard. This boss does ailment-inflicting attacks, so make sure you're well-stocked on Syrup Bottles and Panacea Bottles and assign Muzét the Prioritize Healing Action Strategy.



3 Meet Muzét in Nia Khera where she has prepared the presents from the feathers she retrieved. The group has a mixed reaction to her gifts.

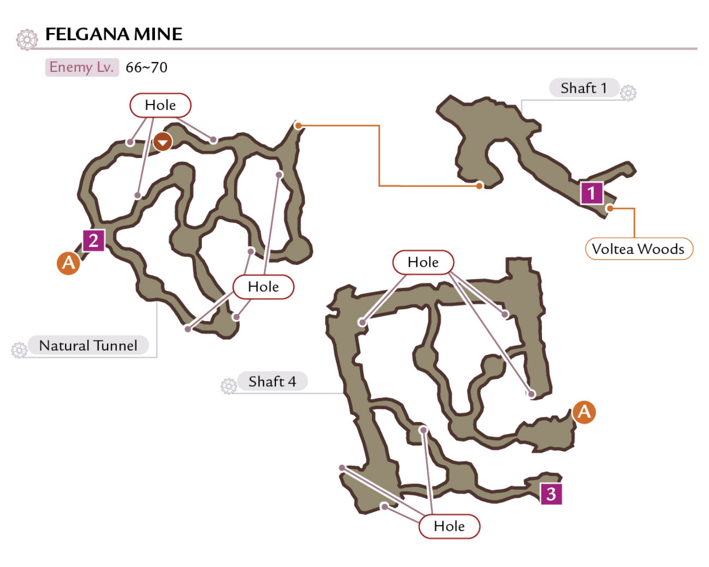
Episode 3: The Union Army Marches On

Time

After completing Chapter 14 (must complete Muzét Episode 2)

Location

Leronde—Main Street



DIALOGUE FLOWCHART

Leronde—Main Street

1 Felgana Mine—Shaft 1

2 Felgana Mine—Shaft 4

3 Felgana Mine—Monster Nest

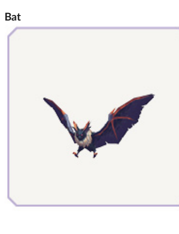
4 Leronde—Main Street

Enemies

Giant Bat

Type	
HP	72186
Weak	
Strong	

Bat



Type	
HP	1560
Weak	
Strong	

Working Together

Muzét is in Leronde, and when you speak to her, a group of people approach with an urgent mission from HQ about monsters in Felgana Mine. Two other agents join your monster extermination mission.

1 2 Use the World Map to go to Felgana Mine and battle your way to Shaft 4. Continue your journey to the south-most section to enter the Monster Nest.

3 Use Fire- or Earth-type artes to exploit the Giant Bat's weaknesses. Link with Muzét or take control of her and use artes like Air Pressure and Sunburst that have a wide area of effect. Wipe out the smaller Bats first as they have a lot less HP and can be dealt with quickly.

4 After the nest is cleared out, go back to Leronde—Main Street. The two agents have been brought closer together by working on a common goal.

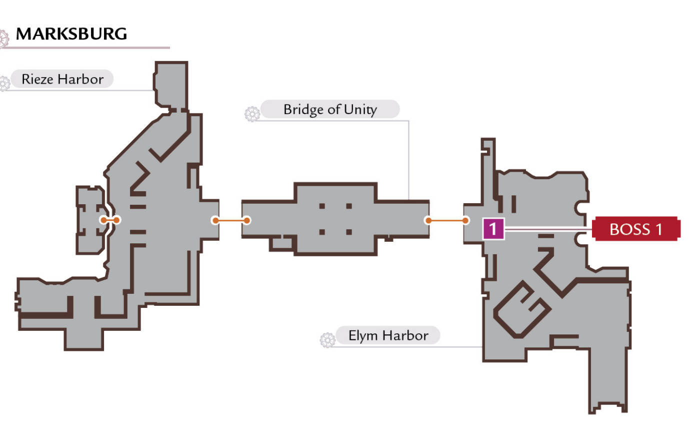
Episode 4: Muzét's Big Score

Time

After Chapter 15

Location

Marksburg—Rieze Harbor



DIALOGUE FLOWCHART

Marksburg—Rieze Harbor

L1: — / R1: Muzét affinity +600

1 Marksburg—Elym Harbor

L1: Muzét affinity +800 / R1: —

Friends Through Combat

Check in with Muzét in Marksburg who is working with Nigel on a secret plan to get closer to everyone. The city is under attack, and you must split into two groups. Choose your teammates, but make sure you have Elize so she can Dispel the upcoming boss's artes.

1 Go to the opposite side of Marksburg to encounter a special enemy, courtesy of Muzét. In an attempt to bring everyone together she unleashed a monster in town.

BOSS Gentledroid

Level	68–76
Iron Stance	200
HP	218601–241713
Weak	—
Strong	

Drop	Bizarre Clump (100%)
Steal	—

Aim for Criticals by Attacking the Head

This battle is all about attacking the head, as that is the boss's weak point. It's easy to hit with artes like Ludger's Crimson Fury and Gaius's Pale Ghost, but the boss's Iron Stance regrows quickly, so keep your combos short.

Of the enemy's attacks, the one to watch out for is Battle Beam, a long-range attack that has a high chance of inflicting ailments—even if you're guarding. The Confusion ailment is particularly dangerous, so have Elize repeatedly cast Dispel to keep it at bay. When you see the name Battle Beam appear on screen, immediately side-step to the left or right. Also, fight linked with Muzét so you'll be able to move in and out of range rapidly.

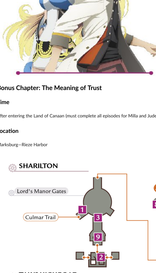
Attacks to Watch Out For

Rockfall Roar: Numerous boulders fall from above. When you hear the sound of falling rocks, immediately back-step or free run to evade.

Punch Attack: This is a dangerous attack with high power, long range, and the ability to stun its targets. Side-step to the left or right to avoid getting hit.

Character Stories

Bonus Chapter



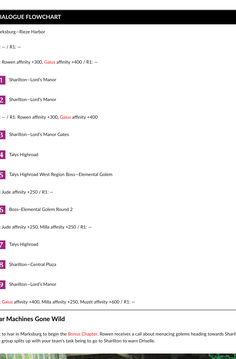
Bonus Chapter: The Meaning of Trust

Time

After entering the Land of Canaan (must complete all episodes for Milla and Jude, plus Alvin Episode 1)

Location

Marksburg—Rieze Harbor



DIALOGUE FLOWCHART

Marksburg—Rieze Harbor

L1: — / R1: —

L1: Rowen affinity +300, Gaius affinity +800 / R1: —

1 Sharilton—Lord's Manor

2 Sharilton—Lord's Manor

L1: — / R1: Rowen affinity +300, Gaius affinity +400

3 Sharilton—Lord's Manor Gates

4 Talys Highroad

5 Talys Highroad West Region Boss—Elemental Golem

L1: Jude affinity +250 / R1: —

6 Boss–Elemental Golem Round 2

L1: Jude affinity +250, Milla affinity +250 / R1: —

7 Talys Highroad

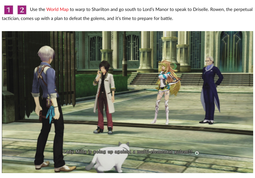
8 Sharilton—Central Plaza

9 Sharilton—Lord's Manor

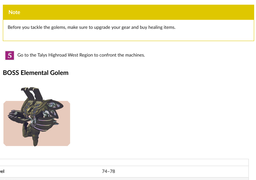
L1: Gaius affinity +400, Milla affinity +250, Muzet affinity +600 / R1: —

War Machines Gone Wild

Talk to Ivar in Marksburg to begin the Bonus Chapter. Rowen receives a call about menacing golems heading towards Sharilton. The group splits up with your team's task being to go to Sharilton to warn Drivelle.



1 2 Use the World Map to warp to Sharilton and go south to Lord's Manor to speak to Drivelle. Rowen, the perpetual tactician, comes up with a plan to defeat the golems, and it's time to prepare for battle.



3 4 Leave the Lord's Manor and Ivar will call Jude to mention something interesting he found in Nia Khera Halloween. Make your way to the exit towards Talys Highroad.

Note

Before you tackle the golems, make sure to upgrade your gear and buy healing items.

5 Go to the Talys Highroad West Region to confront the machines.

BOSS Elemental Golem

Level	74–78
Iron Stance	600
HP	294735–309171
Weak	Varies
Strong	Varies

Drop	Elemental (100%)
Steal	—

You Must Use the Artes Jude and Milla Learn

The first battle is against the Elemental Golem at point 5. It will change its weaknesses and resistance from among Fire, Water, Wind, and Earth. Rowen and Milla can use elemental artes from a safe distance to attack, while Ludger and Jude tie up the foe in close combat.

When you reduce the foe to half its HP, an event occurs in which one more golem appears. After this, the golems become resistant to all elements, and the only way to do damage is to hit them with an simultaneous attack of four elemental types: Fire, Water, Earth, and Wind.

Using a Great Spirit frostl, Jude can now use a new arte called Maxwell, and Milla can use Elemental Shot. These special attacks use all four elements and are the only way to attack the golems when they are resistant to all types (indicated by the rainbow-colored stripes). Make sure to equip this arte and manually control either teammate to deliver the attack personally. When the attack connects, the golems will temporarily acquire weaknesses to all elements! By using these two artes, first finish off the half-dead golem from the first fight, then turn your attention to the new arrival. Remember to refill the TP for Jude or Milla so they can deliver their special four elemental artes.

Note

You won't be able to deal any damage while the boss is resistant to all damage types.

Attacks to Watch Out For

Spin Attack: The golem spreads out both arms and spins in place. This attack has a high chance of inflicting stuns, so evade it with an immediate quick-step.

Rock Punch: The boss punches both hands into the ground and fires a rock punch made of stone. The range is long, so guard against it.

7 8 9 Leave Talys Highroad and head back to Sharilton Lord's Manor. Drivelle is overjoyed that everyone made it back safely and Jude has made a critical breakthrough in his research.

Side Quests

Elite Monsters

These optional quests can be found at the Job Bulletin board and are the best way to earn points and gald! However, you must prepare properly for each battle or it will be overly difficult, if not impossible. Each of these beasts appears in the same location before and after completing the game and their appearance is based on the completion of the main chapters. The rewards are well worth the time to tackle these challenging foes. If you are having a lot of trouble, make sure you are using the right protective items and artes, and that you have leveled up enough.

People in the surrounding towns of these massive monsters will provide some clues to a monster's vulnerability, but we've gone several levels deeper with complete prep and tactics to take them down. These unique creatures have a specific "defect" that provides the opportunity to achieve a special knockdown. If you can perform the required combo chain or technique to achieve this knockdown, you can deal three times the damage!

Elite Monster Features

- Perform a specific combo or technique to earn a special knockdown in which the monsters become to weak to all damage types.
- After beating the game, the defeated monsters respawn as more powerful versions in the same places (EX).
- EX Elite Monsters have significantly higher stats and you need to be around level 90 before you take on the challenge. The rewards for defeating these very tough monsters are boosted as compensation for the added difficulty.
- You can run away from these battles if you want. Just leave the area and come back to make the monster respawn.
- Once defeated, the same Elite Monsters will not re-spawn.
- Any Elite Monster that had not been dealt with before finishing the game will be replaced with the EX Elite Monster once the original one has been defeated.

Elite Monsters

Elite Monster	Location	Availability	Dropped Item 1	Dropped Item 2	Gald	Points
Scorpactus	Alest Highroad	End of Chapter 3 onward	Scorpion Tail (100%)	Ancient Fish Scales (50%)	6000	1800
Veywind Eye	Torbalan Highroad	End of Chapter 4 onward	Torbalan Jade (100%)	Torbalan Jade (50%)	12000	3600
Heavy Claw	Aladhi Trail	End of Chapter 5 onward	Aladhian Beetle (100%)	Aladhian Beetle (50%)	24000	7200
Siennabronc	Aladhi Trail or Sapstrath Highroad or Xagut Floodmeadow	End of Chapter 6 onward	Accel (100%)	Wyvern's Claw (100%)	175000	52500
Greater Demon	Kijara Seafalls	End of Chapter 6 onward	Kijara Fish (100%)	Kijara Fish (50%)	21000	6300
Radiant Horn	Nia Khera Spiritway	End of Chapter 6 onward	Husk of Legend (100%)	Husk of Legend (50%)	21000	6300
Graddic Claw	Rusalle Highroad	End of Chapter 7 onward	Light-Leaf Clover (100%)	Light-Leaf Clover (50%)	45000	13500
Moralzamm	Bermia Gorge	End of Chapter 7 onward	Breath of Wind (100%)	Breath of Wind (50%)	40000	12000
Bluetaur	Sillea Tundra	End of Chapter 8 onward	Snowcrystal (100%)	Snowcrystal (50%)	45000	13500
Ghastly Stump	Sapstrath Deepwood	End of Chapter 8 onward	Smokeshrooms (100%)	Smokeshrooms (50%)	40000	12000
Arrow Folzam	Culmar Trail	End of Chapter 8 onward	Sharilton Butterfly (100%)	Sharilton Butterfly (50%)	40000	12000
Veywind Stinger	Dimensional Breach	End of Chapter 9 onward	Wild Gold Dust (100%)	Wild Gold Dust (50%)	50000	15000
Exoplasma	Labari Hollow	End of Chapter 9 onward	Prototype Booster (100%)	Prototype Booster (50%)	175000	52500
Dark Teagle	Fezebel Marsh	End of Chapter 8 onward	Golden Frog (100%)	Golden Frog (50%)	50000	15000
Krudis Eye	Barnauer Highroad	End of Chapter 10 onward	Nightshine Plume (100%)	Nightshine Plume (50%)	50000	15000
Hammerzamm	Felgana Mine	End of Chapter 10 onward	Empty Spirit Fossil (100%)	Empty Spirit Fossil (50%)	60000	18000
Wind Racer	Catamar Heights	End of Chapter 10 onward	Old Pickaxe (100%)	Old Pickaxe (50%)	60000	18000
Fortune Stepper	Tatalian Abyss	End of Chapter 10 onward	Pink Emerald (100%)	Pink Emerald (50%)	60000	18000
Hydro Blade	Kukhar Ice Caverns	End of Chapter 11 onward	Snow Butterfly (100%)	Snow Butterfly (50%)	105000	31500
Goddess Touch	Nia Khera Hallowmont	End of Chapter 11 onward	Temporal Shard (100%)	Temporal Shard (50%)	105000	31500
Vampiric Plant	Talys Highroad	End of Chapter 12 onward	Talysian Cactus (100%)	Talysian Cactus (50%)	120000	36000
Cthulhu Demon	Arklund Quag	End of Chapter 13 onward	Golden Frog (100%)	Golden Frog (50%)	150000	45000
Snow Cougar	Xailen Woods	End of Chapter 14 onward	Water Spirit's Tears (100%)	Water Spirit's Tears (50%)	175000	52500
Magma Dragon	Nala Lava Tubes	End of Chapter 14 onward	Fire Spirit's Rage (100%)	Fire Spirit's Rage (50%)	150000	45000
Scorpactus EX	Alest Highroad	Cleared game once	Scorpion Tail (100%)	Ancient Fish Scales (50%)	640000	192000
Veywind Eye EX	Torbalan Highroad	Cleared game once	Torbalan Jade(100%)	Torbalan Jade (50%)	200000	60000
Heavy Claw EX	Aladhi Trail	Cleared game once	Aladhian Beetle(100%)	Aladhian Beetle (50%)	240000	72000
Greater Demon EX	Kijara Seafalls	Cleared game once	Kijara Fish (100%)	Kijara Fish (50%)	280000	84000
Radiant Horn EX	Nia Khera Spiritway	Cleared game once	Husk of Legend (100%)	Husk of Legend (50%)	320000	96000
Bluetaur EX	Sillea Tundra	Cleared game once	Snowcrystal (100%)	Snowcrystal (50%)	360000	108000
Graddic Claw EX	Rusalle Highroad	Cleared game once	Light-Leaf Clover (100%)	Light-Leaf Clover (50%)	260000	78000
Moralzamm EX	Bermia Gorge	Cleared game once	Breath of Wind (100%)	Breath of Wind (50%)	220000	66000
Ghastly Stump EX	Sapstrath Deepwood	Cleared game once	Smokeshrooms (100%)	Smokeshrooms (50%)	740000	222000
Arrow Folzam EX	Culmar Trail	Cleared game once	Sharilton Butterfly (100%)	Sharilton Butterfly (50%)	400000	120000
Veywind Stinger EX	Dimensional Breach	Cleared game once	Wild Gold Dust (100%)	Wild Gold Dust (50%)	300000	90000
Dark Teagle EX	Fezebel Marsh	Cleared game once	Golden Frog Egg (100%)	Golden Frog Egg (50%)	340000	102000
Wind Racer EX	Catamar Heights	Cleared game once	Old Pickaxe (100%)	Old Pickaxe (50%)	500000	150000
Fortune Stepper EX	Tatalian Abyss	Cleared game once	Pink Emerald (100%)	Pink Emerald (50%)	500000	150000
Krudis Eye EX	Barnauer Highroad	Cleared game once	Nightshine Plume (100%)	Nightshine Plume (50%)	440000	132000
Hammerzamm EX	Felgana Mine	Cleared game once	Empty Spirit Fossil (100%)	Empty Spirit Fossil (50%)	420000	126000
Hydro Blade EX	Kukhar Ice Caverns	Cleared game once	Snow Butterfly (100%)	Snow Butterfly (50%)	700000	210000
Goddess Touch EX	Nia Khera Hallowmont	Cleared game once	Temporal Shard (100%)	Temporal Shard (50%)	670000	201000
Vampiric Plant EX	Talys Highroad	Cleared game once	Talysian Cactus (100%)	Talysian Cactus (50%)	540000	162000
Cthulhu Demon EX	Arklund Quag	Cleared game once	Golden Frog (100%)	Golden Frog (50%)	480000	144000
Magma Dragon EX	Nala Lava Tubes	Cleared game once	Fire Spirit's Rage (100%)	Fire Spirit's Rage (50%)	400000	120000
Siennabronc EX	Aladhi Trail or Sapstrath Highroad or Xagut Floodmeadow	Cleared game once	Accel (100%)	Wyvern's Claw (100%)	770000	231000
Exoplasma EX	Labari Hollow	Cleared game once	Prototype Booster (100%)	Prototype Booster (50%)	500000	150000
Snow Cougar EX	Xailen Woods	Cleared game once	Water Spirit's Tears (100%)	Water Spirit's Tears (50%)	620000	186000

Side Quests

Sting of Terror: Scorpactus!

Occurrence	
When	End of Chapter 3 onward
Location	Alest Highroad

Stats			
Lv.	5–9	**Iron Stance**	50
HP	34314–45150		
Weak			
Strong			
Drop	Scorpion Tail (100%) Ancient Fish Scales (50%)		
Steal	Life Bottle (50%)		
Rewards	6000 gald/1800 Points		

Prep: Bring Lots of Recovery Items

This is the first Elite Monster you fight, and it isn't all that tough. If you challenge it at the end of Chapter 3, you'll have to face it with only Ludger and Jude, but if you have enough healing items, it's still quite beatable. Use the opportunity it presents to master timing your attacks and blocks. It's weak to Wind, so attack with Azure Edge.

Tactics: When It Burrows Underground, Get Out of the Way

Begin by striking its weak point—its head. When you damage its head, the boss will burrow underground and use a damaging, wide-area attack. The attack won't come out right away, so you have time to stop attacking and begin free running away from the dust that indicates where it will attack. Once you're out of the way, block until the attack is finished. After attacking its weak point several times, it will fall, giving you a chance to go all-out on offense.

Knockdown: Repeatedly Strike Its Weak Point

Knock down the boss by repeatedly striking its head. When it spreads its legs apart, it's safe to go for the hit; your attacks will connect even though the pincers appear to be in the way.

Attacks to Watch Out For

Attack from Underground: Burrows underground and emerges to attack. Run away from the dust to avoid it.

Tail Thrust: Inflicts bleeding if it hits. When it readies its tail to strike, promptly block.

EX: Score Knockdowns with Milla

EX Stats			
Lv.	134–138	**Iron Stance**	600
HP	1152600–1185144		
Weak			
Strong			
Drop	Scorpion Tail (100%) Ancient Fish Scales (50%)		
Steal	Life Bottle (50%)		
Rewards	640000 gald/192000 Points		

In EX mode, the boss is far tougher than it was the first time. Use the same strategy of striking the head for knockdowns. Use Milla's Cloud Pierce arte at very close range for a high chance of hitting its head. When it burrows underground, evade with Muzét's Support Warp and again hit it with Cloud Pierce.

Side Quests

Terror of the Skies: Veywind Eye!

Occurrence	
When	End of Chapter 4 onward
Location	Torbalan Highroad

Stats			
Lv.	9–13	Iron Stance	0
HP	45150–55986		
Weak			
Strong			
Drop	Torbalan Jade (100%) Torbalan Jade (50%)		
Steal	Life Bottle (50%)		
Rewards	12000 gald/3600 Points		

Prep: Set Your Party to Only Use Magic Attacks

The boss resists Slash, Strike, and Shot attack types, so normal attacks don't phase him at all. Attacking exclusively with artes that have a magical type is the key here. Assign only magical artes to everyone and also set their Action to Mainly Artes in your Strategy options.

Use Linked Artes during weakness-targeting combos and when it's knocked down.

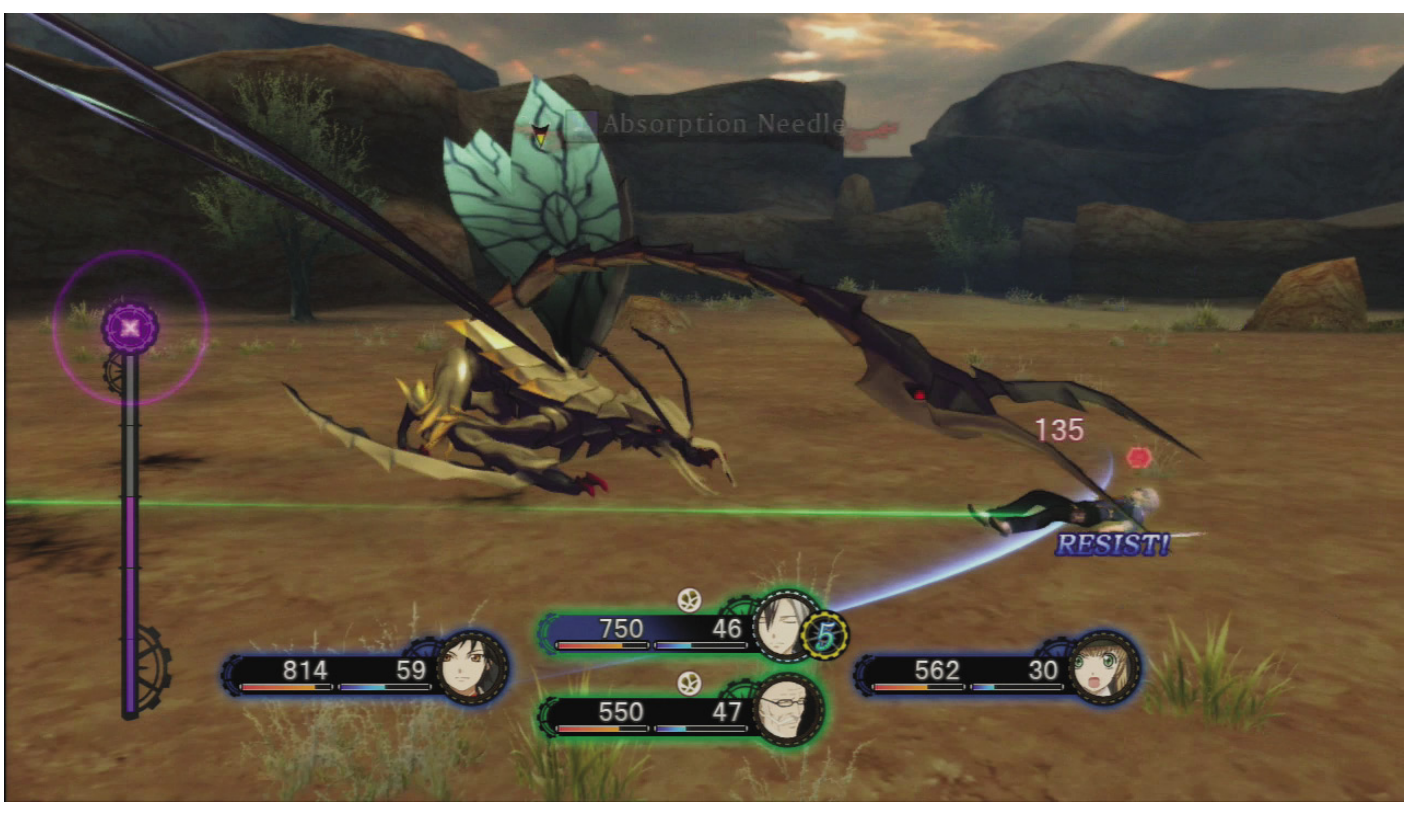
Tactics: Create an Opening with Magical Artes

The first time you battle this beast, it has an Iron Stance of 0, so any magical attack will stagger it. If you use an arte that has a magical attribute, you can follow it up with combos that include normal attacks as well as magical artes for big damage. Hitting its weakness five times can be difficult for Ludger alone, so coordinate with your party members to achieve knockdowns. Defeat its spawn first, because otherwise they'll interfere with your party members' attacks.

Knockdown: Hit Five of its Weaknesses

Knock the boss down by hitting its weakness five times consecutively. (In EX mode, you must hit its weakness nine times and follow up with a Linked Arte.) You can stagger it with magical attacks so you have time to switch weapons to keep the combo going.

Attacks to Watch Out For



Stone Powder: It kicks up a whirlwind that paralyzes targets within an area. Guard as soon as you see its wings flash red.

Tail Strike: This attack has a long reach and can leave you bleeding. If you see the boss raise its tail, immediately start guarding.

EX: Hit and Move Away with Dual Blades

EX Stats			
Lv.	76–80	Iron Stance	200
HP	680712–713256		
Weak			
Strong			
Drop	Torbalan Jade (100%) Torbalan Jade (50%)		
Steal	Life Bottle (50%)		
Rewards	200000 gald/60000 Points		

In EX, the boss's Iron Stance is higher, making it dangerous to get close. It moves slowly and has no effective ranged attacks, so have Ludger link with Muzét and fight it from afar, using Rapid Burst to attack it and Support Warp to maintain your distance. Once you've pierced its guard, zip up to it and unleash elemental-type combos. In the EX fight, it doesn't have spawn, so you can focus your attention on the boss.

Side Quests

Claws of Steel: Heavy Claw!

Occurrence	
When	End of Chapter 5 onward
Location	Aladhi Trail

Stats			
Lv.	13–17	**Iron Stance**	300
HP	59892–71484		
Weak			
Strong			
Drop	Aladhian Beetle (100%) Aladhian Beetle (50%)		
Steal	Life Bottle (50%)		
Rewards	24000 gald/7200 Points		

Prep: Challenge the Boss with Long-Range Fighters

This boss uses attacks that knock down your characters and often follows up with additional attacks while they're down. However, its range is limited, so you can avoid taking damage by fighting from afar. Do most of your attacking from medium to long range. This battle will be a lot easier if you challenge it after Ludger learns the dual pistols attack Zero Divide, which can fully exploit its weakness. The boss is powerful at close range, so fight with Ludger's dual pistols and Elize's spells.

Tactics: Fight While Watching Out for Crazy Roll

The boss swings its giant arms around, snaring nearby targets for heavy damage. Maintain a safe distance from the boss, damaging it with Zero Divide. Watch out for its Crazy Roll attack, which can hit at long range. When it begins heading in your direction, evade with free run. This boss blocks a lot, so link with Alvin to make use of his Breaker partner ability.

Knockdown: Target Boss After Crazy Roll

When the boss fails to hit a target with Crazy Roll, it collapses and is defenseless for about four seconds. If you continuously attack it at that point, you can score a knockdown. However, in an EX battle, you also need to hit with a Linked Arte.

Attacks to Watch Out For

Crazy Roll: This attack even deals damage while the boss is setting it up. If you're nearby when it uses it, block as soon as it jumps.

Wild Crush: This attack stuns when it hits and can usually break through if you attempt to guard it. Evade it with a back-step instead.

EX: Use Ranged Attacks Exclusively

Stats			
Lv.	82–86	**Iron Stance**	300
HP	519708–542892		
Weak			
Strong			
Drop	Aladhian Beetle (100%) Aladhian Beetle (50%)		
Steal	Life Bottle (50%)		
Rewards	240000 gald/72000 Points		

As in your first battle, attacking from afar is the best strategy. Use Muzét's Support Warp to maintain a safe distance and target its weak point with gun attacks like Wings of Destruction. Use continuous back-steps with Support Warp if it uses its Crazy Roll attack. Unless you're using combos that attack its elemental weakness, it's best not to approach it at all.

Side Quests

Giant Insect: Radiant Horn!

Occurrence	
When	End of Chapter 6 onward
Location	Nia Khera Spiritway

Stats			
Lv.	16–20	**Iron Stance**	100
HP	66669–77937		
Weak			
Strong			
Drop	Husk of Legend (100%) Husk of Legend (50%)		
Steal	Life Bottle (50%)		
Rewards	21000 gald/6300 Points		

Prep: Bring a Party of Magic Artes Users

This boss flies too high to be hit by attacks other than ranged artes and guns. Also, the boss itself attacks with the arte Arrivederci, so you'll want to use Rowen and Elize. The boss also attacks with poison and stun attacks, so bring a supply of Panacea Bottles and equip a Stun Bracelet.

Tactics: Attack with Ludger's Dual Pistols

The boss is vulnerable to Ludger's dual pistols, so have him attack it from long range. Use artes like Zero Divide and Rolling Thunder, but note that those artes can't hit it when it's flying highest, so use normal attacks then. Link with Rowen to gain the protection of his Auto Magic Guard when the boss attacks with Arrivederci.

Knockdown: Use Ludger's Dual Pistols

If you continuously attack the boss while it's flying high, it will crash into the earth and enter the defenseless knockdown state, allowing you to use powerful attacks that wouldn't otherwise connect for big damage.

Attacks to Watch Out For

Poison Snow: Causes damage and inflicts poison over a wide area. The boss moves slowly, so run away in the opposite direction of its movement.

Panic Veil: An arte that restrains one character and damages it while inflicting stun. Counter it with Stun Bracelet.

EX: USE MAGIC GUARD TO DEFEND AGAINST ARTES

EX Stats			
Lv.	94–98	**Iron Stance**	250
HP	871080–905352		
Weak			
Strong			
Drop	Husk of Legend (100%) Husk of Legend (50%)		
Steal	Life Bottle (50%)		
Rewards	320000 gald/96000 Points		

When you approach it, the boss deals damage and confuses foes with Angel Light. Attack it from afar with Ludger's dual pistols and Elize and Muzét's Dark-type artes. The boss can also use powerful artes like Shimmering Toll, so link with Rowen to protect yourself with his Auto Magic Guard. Shimmering Toll has a high chance of confusing targets, so make sure to block.

Side Quests

Face of Death: Greater Demon!

Occurrence	
When	End of Chapter 6 onward
Location	Kijara Seafalls

Stats			
Lv.	16–74	**Iron Stance**	400
HP	57510–198450		
Weak			
Strong			
Drop	Kijara Fish (100%) Kijara Fish (50%)		
Steal	Life Bottle (50%)		
Rewards	21000 gald/6300 Points		

Prep: Raise Your Water Resistance

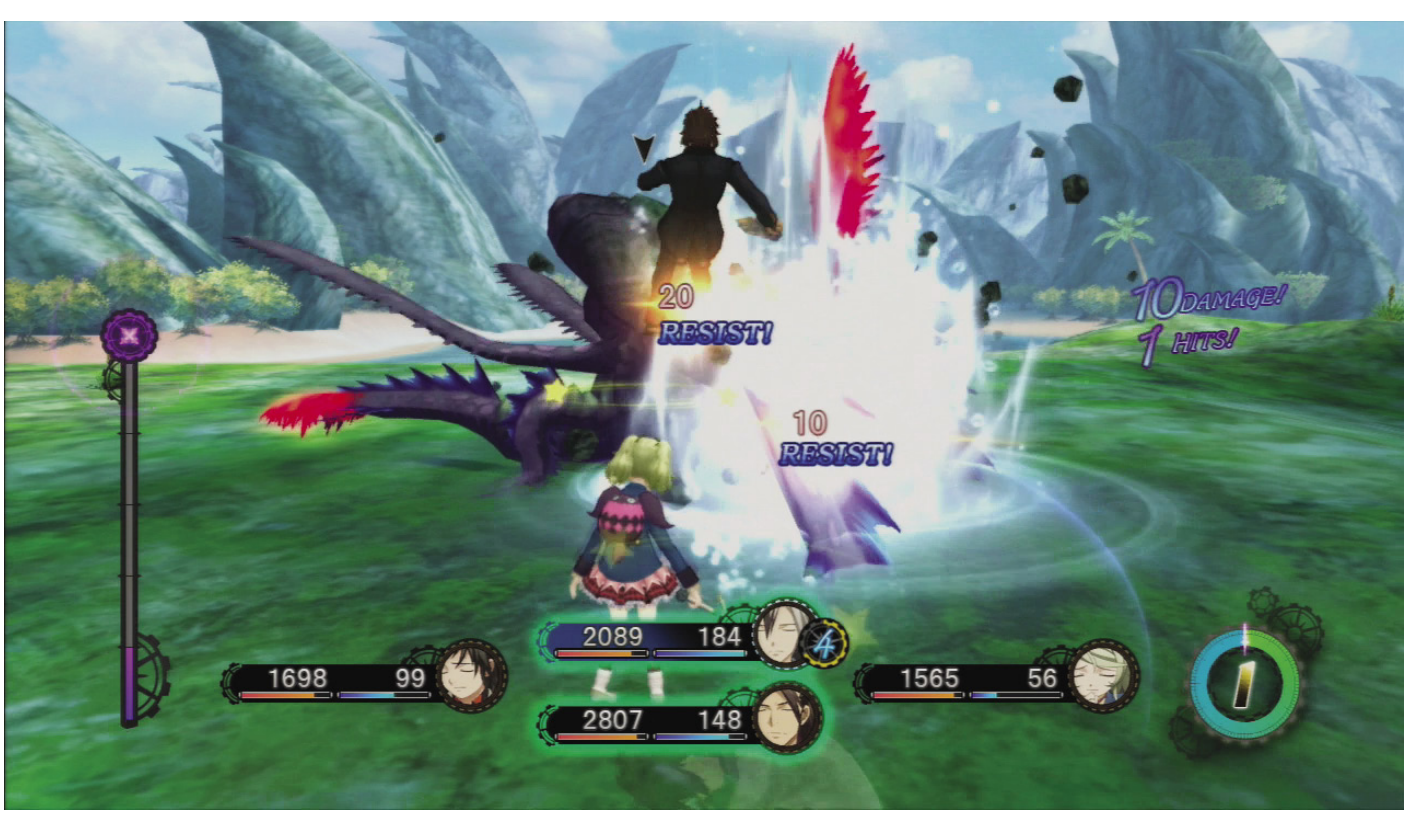
This boss primarily uses Water-type attacks, so the higher you can raise your Water resistance, the easier this fight will be. Use the Custom Order system to make Aqua Cape and Aquamarine. Also, this boss has very strong defenses. Make sure Alvin is in your party so you can Link with him to break through the boss's guard.

Tactics: Fight From Afar or Behind

When the boss lowers his head and charges forward, block. If you were to attack it at this point, the boss would use a counterattack tackle that leaves the attacker stunned. The boss also uses some unblockable attacks, so you want to avoid fighting it head-on and at close range as much as possible. Ludger should use the sledgehammer's Hammer Toss to attack the boss outside of its attack range. Use this arte as a diversion, and when the boss shows his back to you, get close and use regular attacks. Just be careful not to run out of TP.

Attacks to Watch Out For

Aqua Laser: Fires a blast of water forward. This attack can't hit targets that are behind or to the side of the boss, so if you free run beside or behind it, it'll have trouble hitting you. It also can't hit distant targets.



Tentacle Rush: An attack that sends tentacles out of the ground to attack. They emerge at the feet of your characters, so this attack can hit you even from afar. If you see water spray emerge from the ground near you, block or get away.

EX: Absorb Damage With the Blue Cape

EX Stats			
Lv.	83–141	**Iron Stance**	400
HP	660960–1083780		
Weak			
Strong			
Drop	Kijara Fish (100%) Kijara Fish (50%)		
Steal	Life Bottle (50%)		
Rewards	280000 gald/84000 Points		

As with the first battle, you should attack from afar. Form a Fire-focused party led by Muzét and/or Milla using Sunburst. Also, if you equip the Blue Cape, which can be made through a Custom Order or won at Poker, you can absorb Water-type damage, making this battle significantly easier. Equip it to a party member who will engage the boss at close range. However, even with a Blue Cape equipped, you'll need to watch out for other attacks.

Side Quests

Wings of Light: Siennabronc!

Occurrence	
When	End of Chapter 6 onward
Location	Aladhi Trail or Sapstrath Highroad or Xagut Floodmeadow

Stats			
Lv.	See chart	**Iron Stance**	300
HP	See chart		
Weak			
Strong			
Drop	Accel (100%) Wyvern's Claw (100%)		
Steal	Omega Elixir (50%)		
Rewards	175000 gald/52500 Points		

Prep: Battle this Boss After Level 60

This is a special boss whose strength varies based on the area in which he appears. But wherever he appears, you're unlikely to have an easy time of beating him right away. You should wait until the average level of your party members is around 60 before making the attempt. His spin attacks can stun their targets, so it's a good idea to equip Stun Bracelet and Stun Talisman accessories.

Level and HP Based on Area of First Appearance		
ALADHI TRAIL WEST BRANCH	Lv. 62–66	250800–265200 HP
SAPSTRATH HIGHROAD NORTH BRANCH	Lv. 74–78	294000–308400 HP
Xagut Floodmeadow Southeast Region	Lv. 64–69	258000–276000 HP

Tactics: The Key to Victory is Severing the Tail

The enemy's Tail Blast attack deals heavy damage and inflicts burns, but if you continuously attack the boss's tail with slashing attacks, you can sever it, preventing it from ever using the attack again. The tail is also its weak point, so if you attack it from behind you can deal additional damage. The boss has a lot of hard-to-avoid attacks, and it can often use follow-up attacks as characters get up from being knocked down. Always recover from your falls, and when you land, immediately block or back-step.

Knockdown: Sever the Tail

When you cut off the boss's tail with slashing attacks, it will fall down and be defenseless for a while. This is your chance to deal large amounts of damage, but you should also take the opportunity to heal, as the boss gets more aggressive when it's down to 50% or less HP.

Attacks to Watch Out For

Tail Blast: This attack deals massive damage to ensnared foes and sets them aflame. But you can prevent it by severing the tail.

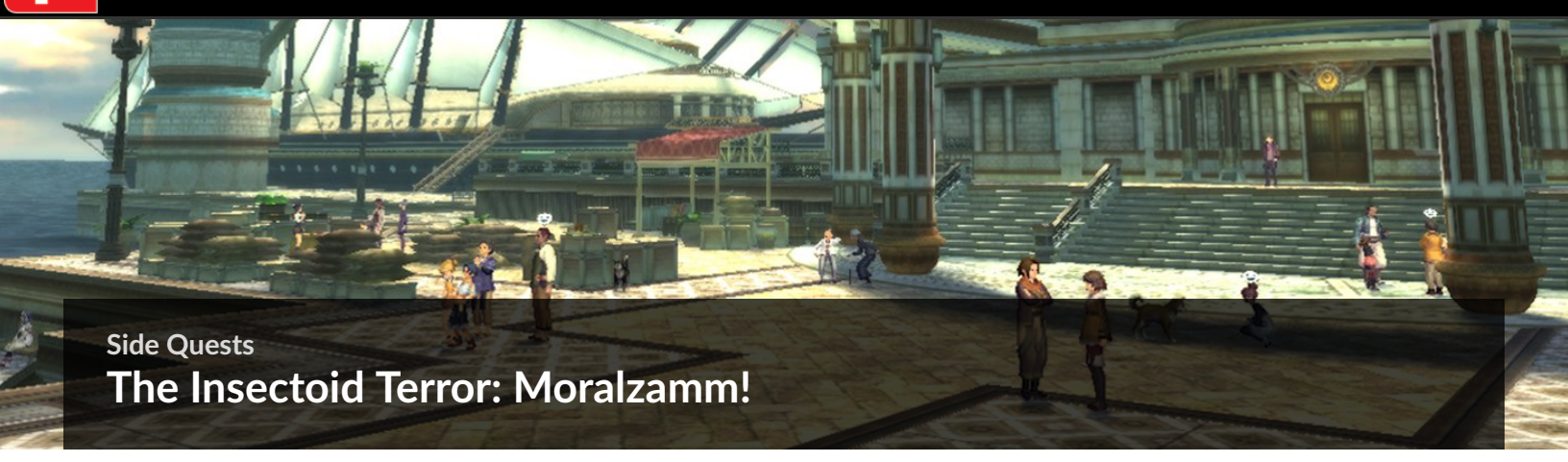
Spin Attack: The boss spreads its wings and spins around dealing heavy damage to anyone within its wingspan.

EX: Prioritize Raising Your Level

Stats			
Lv.	See EX chart	**Iron Stance**	600
HP	See EX chart		
Weak			
Strong			
Drop	Accel (100%) Wyvern's Claw (100%)		
Steal	Omega Elixir (50%)		
Rewards	770000 gald/231000 Points		

The boss is far stronger than the enemies around here, so you'll need to level up to match. Fight defensively; even attacking its weak point (the tail) can provoke counterattacks, making that strategy likely to backfire. Use the Impregnable Guard and Power Charge skills, continuously block its attacks, and then strike with combos it's not strong against when you see an opening.

Level and HP Based EX Chart		
ALADHI TRAIL WEST BRANCH	Lv. 162–166	1527000–1563000 HP
SAPSTRATH HIGHROAD NORTH BRANCH	Lv. 174–178	1635000–1671000 HP
Xagut Floodmeadow Southeast Region	Lv. 164–169	1545000–1590000 HP



Side Quests

The Insectoid Terror: Moralzamm!

Occurrence	
When	End of Chapter 7 onward
Location	Bermia Gorge

Stats			
Lv.	25–29	**Iron Stance**	400
HP	105252–118140		
Weak			
Strong			
Drop	Breath of Wind (100%) Breath of Wind (50%)		
Steal	Life Bottle (50%)		
Rewards	40000 gald/12000 Points		

Prep: Form a Party of High-HP Characters

All of this boss's attacks hit over a wide area, and will often damage your entire party. It's easier for weaker characters like Elize and Rowen to get KO'd here, so form your party around tougher combatants like Jude and Alvin. It's quite possible that the boss's Round Claw attack could stun the entire party, so equip Stun Bracelet to protect against it. You'll get knocked down a lot, making Jude's Restore ability especially useful.

Tactics: Calmly Guard as You Watch Its Attack Pattern

The boss's attack patterns are fairly simple, so if you keep your distance it will be easy to find an opening. Attack its weak point with dual pistols using the Crossfire arte. Be ready to block when he burrows underground or raises his arms. When he's above ground, the boss may summon Worm Shades with its Call Out arte. If you don't switch targets to deal with them first, they'll interfere with your strategy by using Rock Trine artes.

Knockdown: Attack Its Weak Point While It's Roaring

You can perform a special knockdown by attacking its weak point (its mouth) while it's roaring. (In EX Mode this requires a Linked Arte.) It often roars after performing a Round Claw, so you may get a chance after successfully blocking that attack.

Attacks to Watch Out For

Round Claw: Swipes forward with its claws, always stunning anyone it hits. Equip the right accessories to protect yourself.

Attack from Underground: Bursts forth from the earth, knocking its targets away. It's safest to guard against this attack.

EX: Charge Up to Power Charge 3 While It's Underground

EX Stats			
Lv.	74–78	**Iron Stance**	400
HP	526260–552036		
Weak			
Strong			
Drop	Breath of Wind (100%) Breath of Wind (50%)		
Steal	Life Bottle (50%)		
Rewards	220000 gald/66000 Points		

Set all three Power Charge skills, and when the enemy burrows underground, guard to protect yourself and charge up for Power Charge 3. As soon as it resurfaces, execute an attack that targets its weakness. If the boss burrows down again, repeat. Continuously using Earth spells is another tactic, and if you can petrify the boss, even better!

Side Quests

Merciless Render: Graddic Claw!

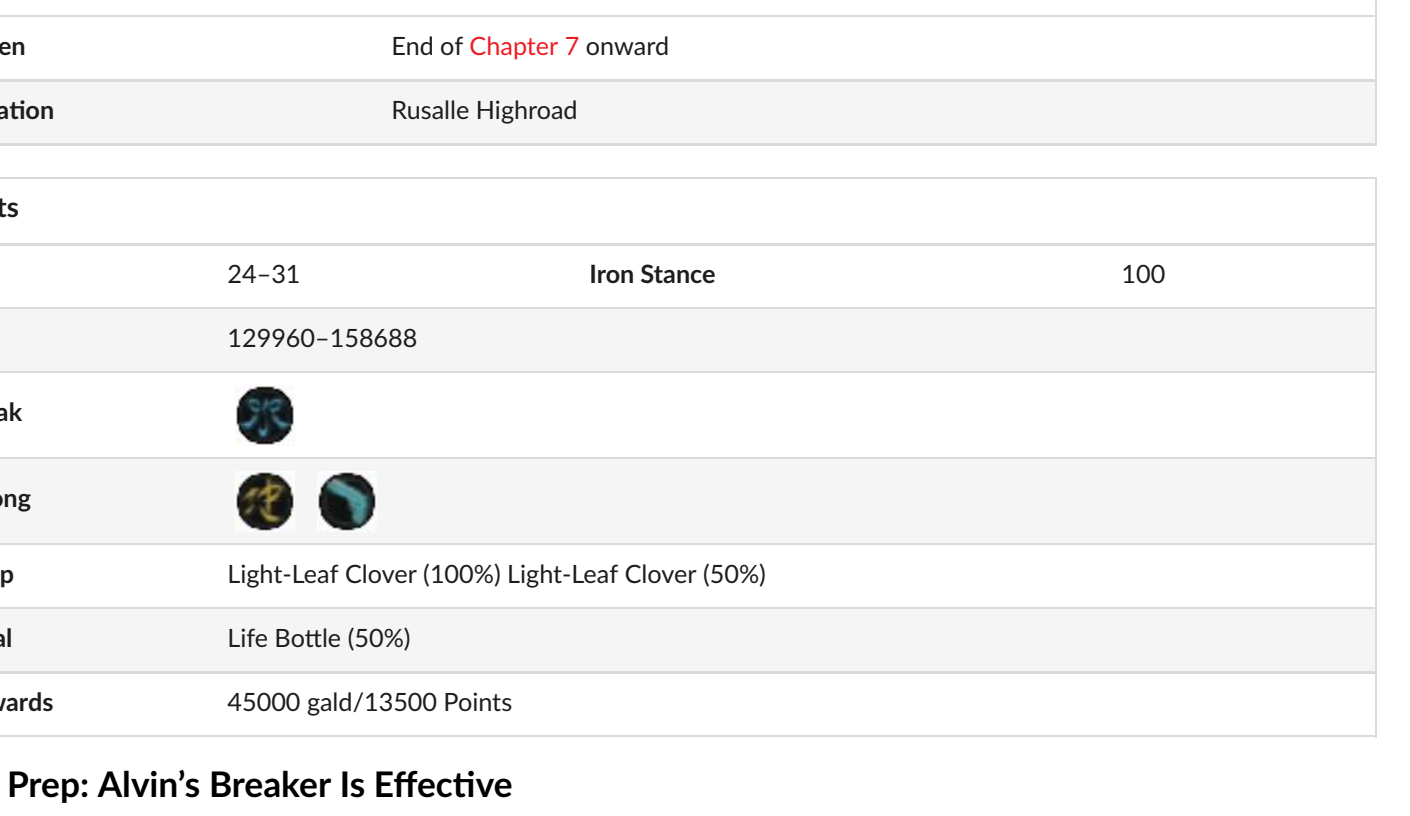
Occurrence	
When	End of Chapter 7 onward
Location	Rusalle Highroad

Stats			
Lv.	24–31	Iron Stance	100
HP	129960–158688		
Weak			
Strong			
Drop	Light-Leaf Clover (100%) Light-Leaf Clover (50%)		
Steal	Life Bottle (50%)		
Rewards	45000 gald/13500 Points		

Prep: Alvin's Breaker Is Effective

This boss is a prolific blocker, so Alvin's Breaker ability comes in very handy. Even better, stunning the foe with a successful guard break provides an additional chance to attack. Since the boss is weak to Water, Rowen is worth using for his Splash arte. The boss does not have a very strong Iron Stance, so if you gang up on him, you should be able to stagger him easily.

Double-Team Your Foe with Alvin



Link with Alvin at the start of the fight, and set his strategy to Act Together—Alvin will attack your foe from the foe's opposite side. The boss can't hit behind himself effectively, so attack from behind is very safe. Attack continuously with your dual blades, and just keep on attacking even if he guards, trusting Alvin to break it. However, the boss can hit multiple targets for heavy damage with its Giant Press attack; when you see the red ! appear above it, immediately quit attacking and flee to a safe distance.

Knockdown: Attack After a Failed Giant Press

If the boss fails to hit any targets with its Giant Press attack, it will fall down for 3–4 seconds. Hit it while it's down for a full knockdown and a longer opportunity to attack. (In the EX battle you need to hit it with a Linked Arte.)

Attacks to Watch Out For

Giant Press: An arte in which the boss leaps up to smash down on foes. While it's preparing the attack, use the opportunity to circle behind or beside it, or start guarding.

Assault Claw: A flurry of forward slashing claw attacks. Back-step away and put some distance between you and the boss to avoid it.

EX: Use Jude to Knock Down the Boss From Behind

EX Stats			
Lv.	93–100	Iron Stance	200
HP	826272–883728		
Weak			
Strong			
Drop	Light-Leaf Clover (100%) Light-Leaf Clover (50%)		
Steal	Life Bottle (50%)		
Rewards	260000 gald/78000 Points		

As in the first battle, you'll want to link with Alvin to attack from behind. Ideally, you should play as Jude, using his Aqua Sweep arte to attack the enemy's weakness for knockdowns. Once it's knocked down, use Shattering Demon Fist with the Down Burst and Down Rush skills to deal heavy damage. Jude's Snap Pivot is also useful for getting behind the boss. Alvin's Breaker can be just as effective in this fight as it was the first time.

Side Quests

The Buzz of Doom: Arrow Folzam!

Occurrence	
When	End of Chapter 8 onward
Location	Culmar Trail

Stats			
Lv.	24–71	**Iron Stance**	200
HP	110865–275412		
Weak			
Strong			
Drop	Sharilton Butterfly (100%) Sharilton Butterfly (50%)		
Steal	Life Bottle (50%)		
Rewards	40000 gald/12000 Points		

Prep: Use Muzét in This Battle

At the end of Chapter 8, you'll have either Muzét or Gaius in your party. Muzét's Support Warp ability is very useful here, so you should only challenge this boss once Muzét is on your team. Also, the boss uses Wind-type attacks, so items like the Wind Cape will help keep you safe. The boss can inflict the Paralysis ailment, so bring plenty of Syrup Bottles.

Tactics: Focus on the Knockdown

Muzét makes this knockdown easy to pull off. You can avoid the boss's Trample Drop if you back-step while linked with Muzét. When it plants into the ground, you can easily close the distance to it with a front-step, putting yourself in position for the knockdown. To ensure that your NPC comrades don't mess up your strategy by getting caught in the Trample Drop, set them all to the Protect Yourself Action setting in the Strategy options. After the boss is knocked down, switch them to Spirit Artes Only or Mainly Artes.

Knockdown: Attack After a Failed Trample Drop

After the boss uses a Trample Drop and misses, it will plant into the ground and be unable to move for 4–5 seconds. Attack it (use a Linked Arte in EX mode) for the special knockdown, then perform an all-out attack.

Attacks to Watch Out For

Song of Despair: This attack can inflict Confusion on its target. Defend yourself with a Syrup Bottle.

Trample Drop: The boss drops down from on high. Block while it's still in mid-air or get out of the way.

EX: Target Its Head with Cloud Pierce

Stats			
Lv.	93–140	**Iron Stance**	200
HP	704868–1033962		
Weak			
Strong			
Drop	Sharilton Butterfly (100%) Sharilton Butterfly (50%)		
Steal	Life Bottle (50%)		
Rewards	400000 gald/120000 Points		

Since you need to hit the boss with a Linked Arte to get the special knockdown in EX mode, it isn't as easy as it was the first time. Instead, use Milla's Cloud Pierce arte to target the boss's weak point, its head. While the boss is staggered by this arte, have your companions attack its elemental weaknesses. Don't forget to have Elize use Dispel to protect the party from ailments.

Side Quests

Grimacing Tree: Ghastly Stump!

Occurrence	
When	End of Chapter 8 onward
Location	Sapstrath Deepwood

Stats			
Lv.	24–71	**Iron Stance**	400
HP	177840–441792		
Weak			
Strong			
Drop	Smokeshrooms (100%) Smokeshrooms (50%)		
Steal	Life Bottle (50%)		
Rewards	40000 gald/12000 Points		

Prep: Build a Party Around Elemental Weaknesses Combos

You can get a knockdown against this boss by using a combo that hits its weaknesses five consecutive times, so you'll want to field a party that can attack with a variety of damage types. You should primarily use characters that attack its weakness of Fire. You'll also want to bring plenty of Panacea Bottles. By changing weapons, Ludger should be able to pull off the five-hit combo all by himself!

Tactics: Target the Boss's Head, Then Assault It with Fire

The boss is easy to stagger if you attack its head, but it's fairly high off the ground, so you'll need to use jump attacks to hit it. The best tactic is to use dual blades to attack it as you fall back to the earth, and then unleash a combo of Fire-type artes (by switching weapons) as soon as you land. When the boss reaches its Over Limit status, it will use its beam attack often, so either dodge for the duration of the Over Limit status or transform.

Knockdown: Hit It with a Combo of Five Weakness-Exploiting Hits

To get a knockdown, hit it with a combo of at least five hits that target its elemental weaknesses (in EX mode, you need to do at least nine hits). When it falls down, it will expose its head to damage from regular attacks, allowing you to do large amounts of damage.

Attacks to Watch Out For

Maximum Laser: When you see the boss plant both hands on the ground, begin blocking or evade to a position behind it.

Attack Beam: The boss thrusting both arms in front of itself is the sign for this attack. Don't try to evade; just block it.

EX: Use Power Charge 3 to Get the Knockdown

EX Stats			
Lv.	123–170	**Iron Stance**	400
HP	1467648–1995552		
Weak	—		
Strong			
Drop	Smokeshrooms (100%) Smokeshrooms (50%)		
Steal	Life Bottle (50%)		
Rewards	740000 gald/222000 Points		

The EX version of the boss has no elemental weaknesses, so set all three versions of Power Charge to your character. Charge Power Charge 3 while fleeing from the enemy's attacks, and then get the knockdown by hitting it with a nine-hit combo. Use the Fire artes of Milla and Muzét to inflict Burn ailment. Burning is very useful, and can deal up to 12% of its HP worth of damage, so use Fire-type attacks regularly.

Side Quests

Raging Bull: Bluetaur!

Occurrence	
When	End of Chapter 8 onward
Location	Sillea Tundra

Stats			
Lv.	35–42	**Iron Stance**	300
HP	165504–192657		
Weak			
Strong			
Drop	Snowcrystal (100%) Snowcrystal (50%)		
Steal	Life Bottle (50%)		
Rewards	45000 gald/13500 Points		

Prep: Add Alvin and Muzét to Your Party

As when you fought Arrow Folzam, Muzét's Support Warp is so good here that you shouldn't challenge the boss without her. And since the boss blocks frequently, Alvin will come in handy as well. Ideally, fill out your party with Jude to handle the lesser foes that the boss summons with the Call Out arte. Ludger's Rapid Burst dual pistols arte is useful here, so learn that first.

Tactics: Exploit the Boss's Weakness From Afar

Because the boss is weak to both Fire and Wind, Ludger's Rapid Burst dual pistols arte is very useful. Battling from afar, alternate between normal attacks and Rapid Burst, and when the boss moves in, use Support Warp to back-step away. Once you've punched through its Iron Stance, move in, and switch to Alvin so you can fight through the enemy's blocks. If the boss summons a Terra Goblin with its Call Out arte, defeat the goblin quickly before it can use Air Pressure.

Knockdown: Attack After the Boss's Charge

Attack the boss when it's shaking its head after a charge attack for a knockdown. (You'll need to use a Linked Arte in EX Mode.) If one of your party members is hit by the charge, the boss won't shake his head, so wait until the boss is targeting the player character, evade its charge with free run, and then counterattack.

Attacks to Watch Out For

Call Out: The boss summons Terra Ribbit, Terra Polwigle, or Terra Goblin.

Hip Stun: Stuns any targets it hits. This attack can be executed very quickly, so you'll need to block the instant the ! appears.

EX: Use the Same Strategy as Before

Ex Stats			
Lv.	104–111	**Iron Stance**	300
HP	866310–920616		
Weak			
Strong			
Drop	Snowcrystal (100%) Snowcrystal (50%)		
Steal	Life Bottle (50%)		
Rewards	360000 gald/108000 Points		

As you did the first time you fought this boss, link with Muzét and attack with Rapid Burst. If the boss blocks, switch your partner to Alvin. When you have a chance to use a Linked Arte, combo a Rapid Burst into the Bullet Fiesta Linked Arte with Alvin. This has a good chance of petrifying the boss, giving you an opportunity to go all out on offense.

Side Quests

Fire Down Below: Dark Teagle!

Occurrence	
When	End of Chapter 8 onward
Location	Fezebel Marsh

Stats			
Lv.	35–42	**Iron Stance**	200
HP	158208–184164		
Weak			
Strong			
Drop	Golden Frog Egg (100%) Golden Frog Egg (50%)		
Steal	Life Bottle (50%)		
Rewards	50000 gald/15000 Points		

Prep: Build Your Party Around the Enemy's Attacks

The boss's Impact move deals heavy damage over a wide area and can petrify its victims. Use Muzét in this battle so that you can evade the attack with her Support Warp ability. Due to his continuous onslaught of attacks, it can also be difficult to launch attacks against this boss. Have Ludger team up with Gaius to use the Phalanx Linked Arte, which will allow them to strike without fear of being staggered by the boss. The boss is weak to Wind and Darkness so use Milla in this battle for her ability to use Wind Blade.

Tactics: Evade the Boss's Attacks Without Blocking

The boss moves quickly and uses a number of unblockable attacks. Evade its strikes by using Support Warp back-steps, and when the boss stops moving, move in with a front-step and attack with the Wind-type Azure Edge. After the boss uses Impact, just as the rocks disappear, front-step in and attack for the special knockdown. The boss can summon Faud Djinn with Call Out, but it should be safe enough to deal with them after you bring down the boss.

Knockdown: Strike After Impact Attack

Attack the boss when it stops moving immediately after an Impact attack. (In EX mode, you'll need to use a Linked Arte.) Note that any contact with the rocks it generates will deal heavy damage, so do not approach until the rocks disappear.

Attacks to Watch Out For

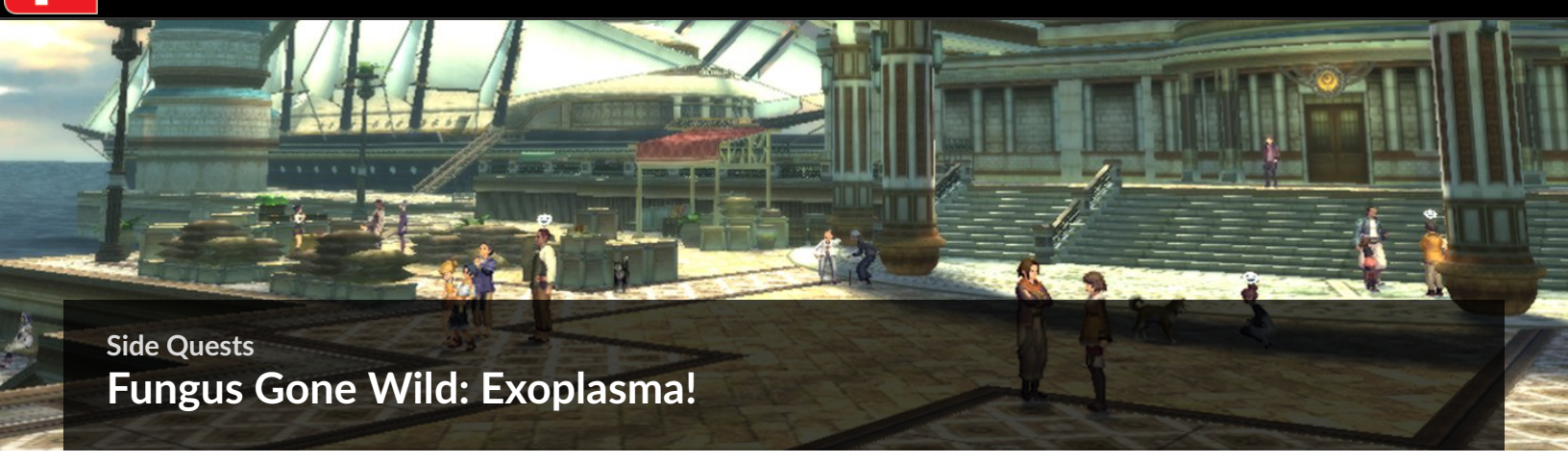
Impact: The impact of the boss's attack scatters rocky debris. This attack cannot be blocked, so when the boss leaps up take immediate and drastic evasive action.

Bite: This is another unblockable attack. When the boss moves in to strike, circle around to its side for a counterattack.

EX: Launch Weakness-Exploiting Combos with Linked Artes

EX Stats			
Lv.	104–111	**Iron Stance**	200
HP	826110–877896		
Weak			
Strong			
Drop	Golden Frog Egg (100%) Golden Frog Egg (50%)		
Steal	Life Bottle (50%)		
Rewards	340000 gald/102000 Points		

The basic tactics are the same as the first battle, but this time you'll want Elize on your team. When your Linked Artes gauge is full, use Support Warp to get in close to the boss, then switch your partner to Elize and chain the Linked Arte Dark Projection from the Swift Strike arte. Dark Projection will knock the boss down, so use Ludger's w and u dual blades attack to prop up the fallen foe and continue your weakness-exploiting combo. Defend against the Faud Djinn's artes with Rowen's Auto Magic Guard.



Side Quests

Fungus Gone Wild: Exoplasma!

Occurrence	
When	End of Chapter 9 onward
Location	Labari Hollow

Stats			
Lv.	49–86	**Iron Stance**	0
HP	459000–758700		
Absorbs	All		
Drop	Prototype Booster (100%) Prototype Booster (50%)		
Steal	Life Bottle (50%)		
Rewards	175000 gald/52500 Points		

Prep: Attack Weaknesses with Power Charge

This boss is a formidable opponent that can absorb every damage type. To reduce its HP, you need to let it use its Freedom Gaze arte, which divides it into two separate entities that are capable of taking damage. However, another option is to use the skills Power Charge 2 and 3, which allow you to ignore enemy resistances and deal weakness-exploiting damage regardless. Make sure the character you choose to play has these skills equipped! Only challenge the boss after you've learned Power Charge 3 at level 40.

Tactics: Defend Yourself as You Prepare for a Rapid Victory

To charge up Power Charge 3, move while guarding, taking care not to get guard-broken. To ensure your comrades don't heal the boss by attacking it, set their strategy to Spread Out. With this done, wait for the boss to attack, then begin your attack. Continue your combo for as long as you can, using a variety of damage types. If you don't use the Power Charge strategy, you'll have to defeat its two separated forms. One form is weak to Fire, Wind, and Light, while the other is weak to Water, Earth, and Darkness. Continuously attack them, and when the boss is low on HP, have Ludger transform to finish it off with his transformed state type-less damage. The surviving form will also be able to divide itself, so try to whittle down the HP of both forms and kill them together.

Attacks to Watch Out For

Rolling Spin: This attack has a wide area of effect, and if you don't block its first hit, you won't be able to block the subsequent hits either. Only the combined form uses this attack, so you don't need to worry about it after it divides.

Electroshock Skull: An attack that can inflict Burn and Paralysis ailments. When you see the boss put its hand(s) to its chest, immediately block or take drastic evasive action with free run and/or quick-steps.

EX: Keep the Boss Divided

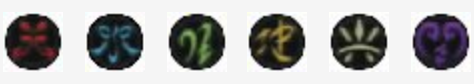
EX Stats			
Lv.	118–155	**Iron Stance**	0
HP	1017900–1317600		
Absorbs	All		
Drop	Prototype Booster (100%) Prototype Booster (50%)		
Steal	Life Bottle (50%)		
Rewards	500000 gald/150000 Points		

As before, use the Power Charge strategy to kill the boss. However, the divided forms of the two bosses that appear are significantly stronger, and if you end up surrounded by three forms of the boss, you could be wiped out in seconds. To keep them from ganging up, set the party to Spread Out and use free run to lure them throughout the battlefield when necessary. The damage from Rolling Spin is particularly heavy, so be especially careful of the boss's combined form.

Side Quests

Deceptive Beauty: Veywind Stinger!

Occurrence	
When	End of Chapter 9 onward
Location	Dimensional Breach

Stats			
Lv.	42–46	**Iron Stance**	120
HP	195786–211554		
Weak			
Strong			
Drop	Wild Gold Dust (100%) Wild Gold Dust (50%)		
Steal	Life Bottle (50%)		
Rewards	50000 gald/15000 Points		

Prep: Create a Party That Excels at Physical Attacks

This boss has resistance to all damage types except for slash, strike, and shot. In other words, it's only weak to physical damage, so form a party of Alvin, Gaius, and Jude. Make sure that no one is wielding weapons with elemental types, and that they've been set to not use their artes.

Tactics: Shoot Its Wings From Afar

This boss's weak point is its wings, and shooting them both staggers the boss and sets up its special knockdown. Fight from afar, but circle around to the boss's side and fire at it with regular attacks. Once the boss is staggered and your allies are piling on, move in closer and begin using weakness-exploiting attack combos. However, when you see the red ! appear and the boss flies up high, it will be weak only to gun damage, so continuously pepper it with regular gun attacks.

Knockdown: Shoot It with Guns While in Flight

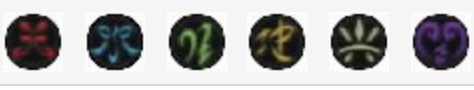
After the red ! appears above it, the boss will fly to a higher altitude than usual. While in flight it will only move and not attack. Continuously hit it with gunshots for the knockdown.

Attacks to Watch Out For

Absorption: This attack paralyzes its target. It can only hit you if you are in front of the boss, so circle behind or beside the boss.

Whirlwind Attack: This attack unleashes a large whirlwind in front of the boss. Its range is long and wide, so take drastic evasive action.

EX: Use More Powerful Gun Attacks

EX Stats			
Lv.	91–95	**Iron Stance**	350
HP	777888–809424		
Weak			
Strong			
Drop	Wild Gold Dust (100%) Wild Gold Dust (50%)		
Steal	Life Bottle (50%)		
Rewards	300000 gald/90000 Points		

The boss's Iron Stance is stronger, so you'll want to attack its wings to stagger it. As before, circle to its side to target them. Watch out for the multi-hit Absorption Needle attack of the Veywind Child enemies it summons! Use the dual pistols' Requiem arte to catch the Veywind Child in the crossfire as you attack. Physical-type Linked Artes like Twin Lance are effective here.

Side Quests

Croak of Doom: Fortune Stepper!

Occurrence	
When	End of Chapter 10 onward
Location	Tatalian Abyss

Stats			
Lv.	48–52	Iron Stance	200
HP	193887–207819		
Weak			
Strong			
Drop	Pink Emerald (100%) Pink Emerald (50%)		
Steal	Life Bottle (50%)		
Rewards	60000 gald/18000 Points		

Prep: Ready Your Barrier Change Counter Plan

This is the smallest of the Elite Monsters, and it uses its Barrier Change ability to change its weakness between Fire, Water, Wind, and Earth. Rowen and Muzét can use attacks of three different elements, so they'll be ready to respond to any Barrier Change. Since the boss guards frequently, Alvin's Breaker ability makes him the ideal fourth member. Whenever the boss uses Barrier Change, reset which artes your party members should perform.

Tactics: Ascertain Its Weakness and Attack with Dual Pistols

After the boss uses Barrier Change, the color of the barrier will reveal its new element—red for Fire, and so on. The boss is quite slow, so fight from a distance, and after confirming its new weakness, exploit it with dual pistols artes like Arc Fire, Crossfire, and Rapid Burst. Also, the boss will summon monsters of its same element, such as Filifreet, Filignome, Filindine, and Filisylph. Their artes can interfere with your strategy, so kill them immediately.

Knockdown: Hits Its Weakness at Least Six Consecutive Times

You can knock down the boss with a combo that hits its weakness at least six times (nine times in EX mode, followed by a Linked Arte). It can use Barrier Change to change its weakness, so make sure you know what it is first.

Attacks to Watch Out For

Spores: The boss's breath attack can confuse nearby targets. That's why it's always safest to fight from afar.

Call Out: The boss summons a monster of its current element type. It can have up to three on the battlefield at once, so make sure to kill them before they get out of hand.

EX: Guard Against Its Magic Attacks

Ex Stats			
Lv.	117–121	Iron Stance	200
HP	868428–896292		
Weak			
Strong			
Drop	Pink Emerald (100%) Pink Emerald (50%)		
Steal	Life Bottle (50%)		
Rewards	500000 gald/150000 Points		

The basic tactic you'll use here is the same, but the boss's Magic Attack stat has been dramatically raised, and any of its magical artes will do heavy damage. Link with Muzét to keep a safe distance between you and the boss, but when it begins casting, switch to Rowen for Auto Magic Guard. Stay linked with Rowen when you're able to execute a Linked Arte, as you can partner with him on a numbered of linked dual pistols artes.

Due to the boss's slow speed, using Power Charge 3 is another potential strategy.

Side Quests

Speed Demon: Wind Racer!

Occurrence	
When	End of Chapter 10 onward
Location	Catamar Heights

Stats			
Lv.	48–52	**Iron Stance**	100
HP	163827–175599		
Weak			
Strong			
Drop	Old Pickaxe (100%) Old Pickaxe (50%)		
Steal	Life Bottle (50%)		
Rewards	60000 gald/18000 Points		

Prep: Ready Items to Protect Against Paralysis

This boss fires off artes like Wind Breaker and Wind Charge at unpredictable intervals to paralyze your party members. The paralysis would cripple your offense, so equip items like Shock Ward. If Elize has learned Dispel, use her in your party with the Teepo ON state so that she can heal and protect against ailments. The boss's odds of inflicting paralysis are very high, so the ability to heal everyone at once is invaluable.

Tactics: Attack Its Feet to Hinder Its Movement

This is the fastest of all the Elite Monsters, so even if you're focused on running away from him, he can close the distance in a heartbeat. This also makes attacking him difficult, so take control of Gaius and link with Muzét so you can close the distance to it quickly and attack its feet (its weak point) with the Demon Fang arte. If it gets close to you, guard the attack and retaliate with Retribution. After that attack use w + u to continue attacking its feet, and when the ! appears, again return to guarding and attempting to use Retribution.

Knockdown: Target Its Feet

You can earn a special knockdown by continuously targeting the boss's feet. When it falls, you'll be able to easily target its other weak point—its head. Move in close and give it all you've got.

Attacks to Watch Out For

Wind Charge: A repeated body blow in the direction the boss is facing. He'll catch you if you try to run, so block instead.

Wind Breaker: A head sweep to the front that paralyzes targets. Begin blocking as soon as you see the ! above its head.

EX: Use Earth Artes to Stop It in Its Tracks

EX Stats			
Lv.	117–121	**Iron Stance**	100
HP	733788–757332		
Weak			
Strong			
Drop	Old Pickaxe (100%) Old Pickaxe (50%)		
Steal	Life Bottle (50%)		
Rewards	500000 gald/150000 Points		

With greatly increased strength joining the boss's incredible speed, it's hard to win in a fair fight. Set Rowen and Muzét to cast nothing but the Roche Waltz arte. Not only will this arte hit its weak point, but with its wide range of effect it should be able to even hit the boss when he's in motion. Ludger should use the Fury Stoke skill and serve as a decoy. It's important to have your front-line fighters keep the boss tied up so he can't interrupt Rowen and Muzét's spells.

Side Quests

Ravenous Insect: Hammerzamm!

Occurrence	
When	End of Chapter 10 onward
Location	Felgana Mine

Stats			
Lv.	41–72	**Iron Stance**	400
HP	168630–276045		
Weak			
Strong			
Drop	Empty Spirit Fossil (100%) Empty Spirit Fossil (50%)		
Steal	Life Bottle (50%)		
Rewards	60000 gald/18000 Points		

Prep: Prepare to Resist Petrify and Stun

This boss's attacks can inflict dangerous ailments like Petrify (from Grand Breath) and Stun (from Round Claw). Both have a wide area of effect, so you'll want your party to be protected by items like Stone Ward and Stun Bracelet. The Power Charge 3 skill will come in handy again in this fight, so make sure to set it if you have it. The boss's weak point is way up high, so it's hard to hit with normal attacks.

Tactics: Use Free Run to Attack from Behind

This boss's attacks may all have a wide area of effect, but few of them can hit you if you're behind it. You do have to attack the boss head-on to get the special knockdown, but it's far safer to make a habit of using free run to set up attacks from behind. This boss also burrows underground to attack from below. As soon as it does, begin guarding and charging up Power Charge 3, and prepare to retaliate with a weakness-exploiting combo immediately after the boss surfaces and completes its attack.

Knockdown: Attack Its Weak Point While it Roars

You can earn a special knockdown by hitting the boss in its mouth (its weak point) while it's roaring. (You'll need to hit it with a Linked Arte in EX mode.) You don't need to do a lot of damage to succeed, so make sure to master this technique.

Attacks to Watch Out For

Grand Breath: Deals damage and causes Petrify. Even blocking won't protect you from Petrify!

Rockfall Roar: The boss howls, causing stalactites to fall down from the ceiling. As soon as the boss looks upward to howl, start blocking!

EX: Give Yourself the Ability to Absorb Earth

Ex Stats			
Lv.	89–120	**Iron Stance**	400
HP	669900–884730		
Weak			
Strong			
Drop	Empty Spirit Fossil (100%) Empty Spirit Fossil (50%)		
Steal	Life Bottle (50%)		
Rewards	420000 gald/126000 Points		

If you acquire a Red Cape as a poker prize or a custom order, you'll be able to absorb the Earth-type damage from Grand Breath and Rockfall Roar, making this battle a breeze. Of course not all of the boss's attacks are Earth type, so you still have to guard diligently. Guard continuously with Power Charge 3 set, and retaliate with your own attack after the boss uses an Earth-type move. Also, use Milla's Cloud Pierce to target the boss's weak spot.

Side Quests

Giant Insect: Krudis Eye!

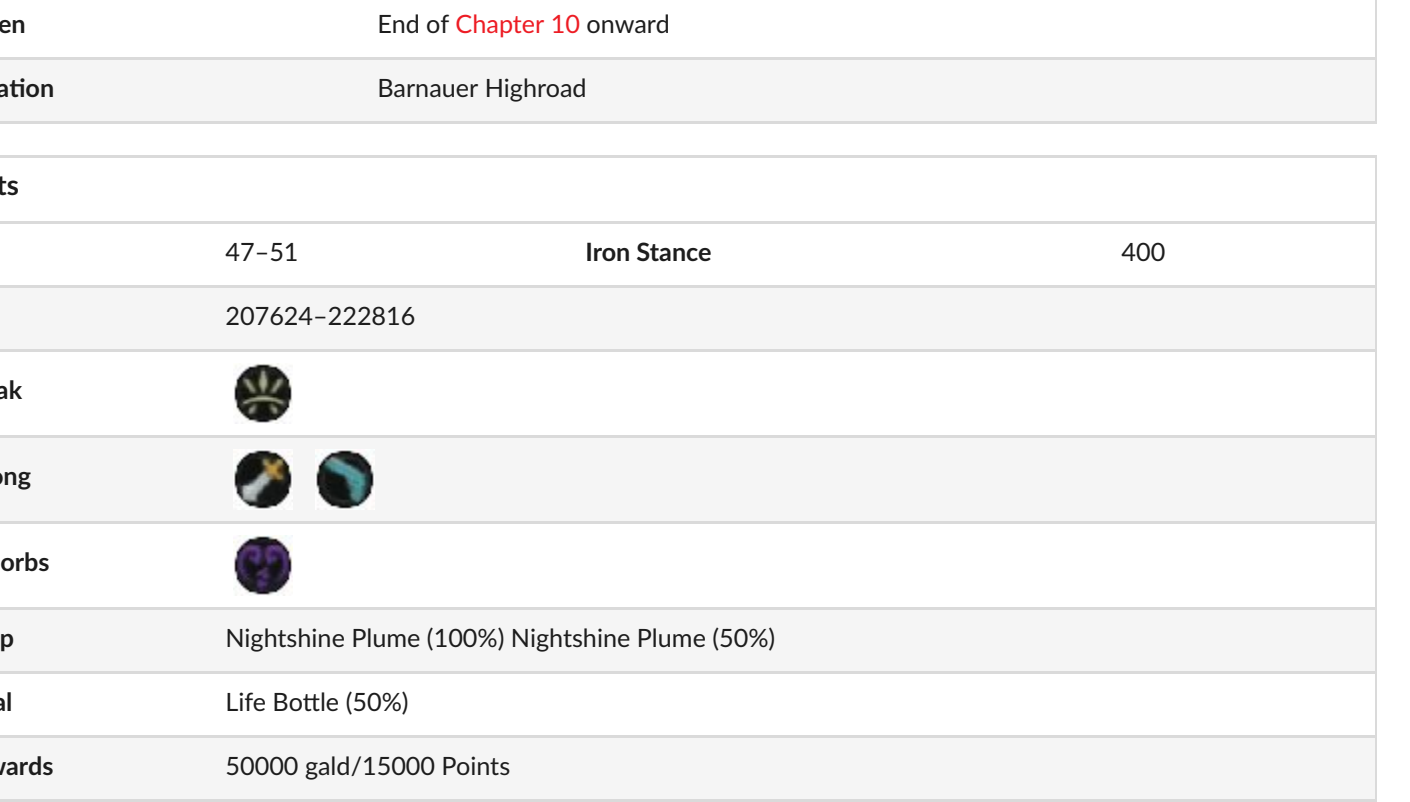
Occurrence	
When	End of Chapter 10 onward
Location	Barnauer Highroad

Stats			
Lv.	47–51	Iron Stance	400
HP	207624–222816		
Weak			
Strong			
Absorbs			
Drop	Nightshine Plume (100%) Nightshine Plume (50%)		
Steal	Life Bottle (50%)		
Rewards	50000 gald/15000 Points		

Prep: Form a Party That Can Attack with Artes and Strike Damage

This boss resists shot and slash damage, so add strike specialists Jude and Leia to your party. Your final party member should be Muzét, as her Support Warp ability is very valuable here. The boss is weak to Light, so another option would be replacing Jude or Leia with Rowen, who can use the Light arte Shimmering Toll. Another arte that makes sense is the Light arte Divine Streak, which has a wide area of effect, making it easy to hit with.

Tactics: Move in Close to Attack



All of the boss's attacks have a long reach, but the boss will rarely bother to hunt down distant targets. Use Muzét's Support Warp to get to the very edge of the battlefield and charge up Power Charge 3. Then, front-step in between enemy attacks, and begin using a weakness-exploiting combo. More than five consecutive hits will earn you a knockdown, and once you've finished exploiting it, back-step away to the edge of the battlefield and repeat the process.

Knockdown: Hits Its Weakness at Least Five Consecutive Times

You can knock down the boss with a combo that hits its weakness at least five times (nine times in EX mode, followed by a Linked Arte). Its weakness is Light, and attacks from Light sources will stagger the foe, giving Ludger time to change weapons within the combo.

Attacks to Watch Out For

Frozen Powder: This attack can inflict Skillseal and Petrify on its targets, so immediately flee as soon as the enemy spreads its wings.

Mass Devour: The boss lunges at foes in front of it for heavy damage. It can't hit targets to its side or behind it.

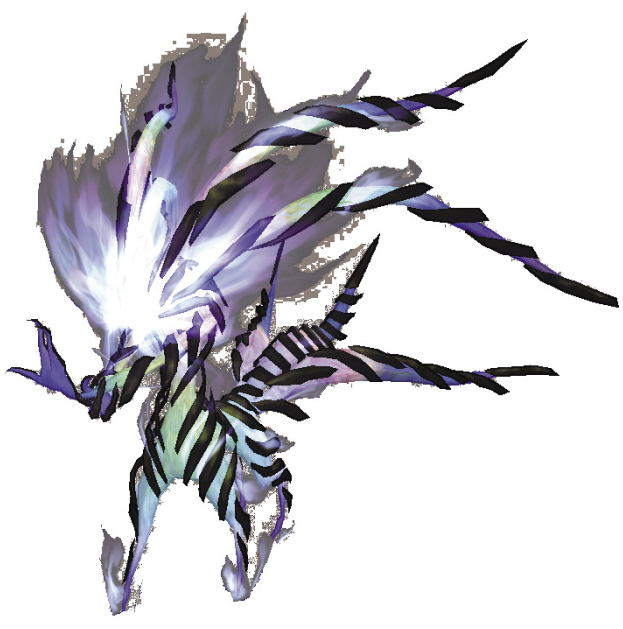
EX: Use Arcane Artes to Finish Your Weakness-Exploiting Combo

Stats			
Lv.	116–120	Iron Stance	400
HP	939372–969756		
Weak			
Strong			
Absorbs			
Drop	Nightshine Plume (100%) Nightshine Plume (50%)		
Steal	Life Bottle (50%)		
Rewards	440000 gald/132000 Points		

You can use the same basic strategy against the boss in EX mode. However, you now need to hit its weakness nine times and then with a Linked Arte to get a knockdown. If your Linked Arte gauge isn't full, end your nine-hit combo with a powerful arcane arte like Endless Waltz or Freezing Eruption. If you use an arcane arte after a combo of at least three moves, its damage will double.

Side Quests

Touch of Death: Goddess Touch!



Occurrence	
When	End of Chapter 11 onward
Location	Nia Khera Hallowmont

Stats			
Lv.	52–56	**Iron Stance**	200
HP	215874–230346		
Weak			
Absorbs			
Drop	Temporal Shard (100%) Temporal Shard (50%)		
Steal	Life Bottle (50%)		
Rewards	105000 gald/31500 Points		

Prep: Boost Your Darkness Resistance

Many of this boss's attacks are Dark type, so raise your resistance with Amethyst accessories or the Blue Cape that you can win as a poker prize. Ludger, Milla, and Rowen can all further boost their Dark resistance with Rune Coat. The boss's weakness is Light, so field party members that can take advantage of that. The Dark Guard skill that Ludger, Elize, and Muzét can learn is also very useful here.

Tactics: Strike at the Boss with Light

This boss can perform a counterattack that knocks all the characters around him away and stuns them while he teleports to safety. This is a very dangerous attack, so it's important to head it off by attacking with combos that will hit its weak points. Attack the foe with Light-type attacks or Power Charge 2/3-fueled attacks to start a combo, and hit its weakness at least six times for a knockdown. Ludger's arcane arte Moonlight Assault is Light-type, and its kick part of the assault has a good chance of hitting the boss's head, so make good use of it.

Knockdown: Hit Its Weakness at Least Six Consecutive Times

You can knock down the boss with a combo that hits its weakness at least six times (nine times in EX mode, followed by a Linked Arte). Make sure not to give the boss an opening during your combo; it will use its teleportation counterattack to knock your party away and flee.

Attacks to Watch Out For

Dark Soul: Sends blades of darkness flying forward. Raise your dark resistance to reduce the damage.

Lunge: After briefly charging up power, the boss lunges. This isn't a Dark-type attack, so make sure to guard.

EX: Use Weakness-Exploiting Combos with a Variety of Elements

EX Stats			
Lv.	141–145	**Iron Stance**	300
HP	1075752–1104696		
Weak			
Absorbs			
Drop	Temporal Shard (100%) Temporal Shard (50%)		
Steal	Life Bottle (50%)		
Rewards	670000 gald/201000 Points		

As in the first fight, you'll want to raise your Dark resistance and use weakness-exploiting attacks to head off the boss's counterattacks. However, in EX mode, after you hit the boss's weak point or elemental weaknesses, it will immediately counterattack. For that reason, in order to continue a weakness-exploiting combo, you need to have your party members hit the boss with attacks of different elements simultaneously, or use artes that attack with a variety of elements. Using Ludger's Rapid Burst after Power Charge 3 works very well!

Side Quests

Cold-Blooded Beast: Hydro Blade!

Occurrence	
When	End of Chapter 11 onward
Location	Kukhar Ice Caverns

Stats			
Lv.	52–71	**Iron Stance**	400
HP	269574–355416		
Weak			
Absorbs			
Drop	Snow Butterfly (100%) Snow Butterfly (50%)		
Steal	Life Bottle (50%)		
Rewards	105000 gald/31500 Points		

Prep: Have Ludger Set Hammer Toss

This boss is weak to Fire, making Ludger's Fire-type Hammer Toss especially effective here, so make sure to set him to use it. Milla and Muzét both have access to good Fire-type artes, so use them too. Finally, this boss is very long and uses the size of its body to attack wide swaths of battlefield. You'll definitely want Muzét's Support Warp to help you evade its strikes.

Tactics: Launch Weakness-Exploiting Combos Off Hammer Toss

Stand about one back-step away from the boss when you use Hammer Toss and you should be in the perfect position to hit his weak spot—his head. Continue into a weakness-exploiting combo to earn a special knockdown. If you see the ! appear after a block, use Muzét's Support Warp to rapidly back-step the hell out of there. This boss's charge attacks have a good chance to break through blocks, so make a habit of dodging with free run or side-steps instead of blocking.

Knockdown: Hit Its Weakness at Least Six Consecutive Times

You can knock down the boss with a combo that hits its weakness at least six times (nine times in EX mode, followed by a Linked Arte). The boss's iron guard is very strong, so it's difficult to stagger him; it's easiest to launch your combo off of a Fire-type attack to his head.

Attacks to Watch Out For

Charge: Breaks the guard of its target, so side-step or free run.

Shock Howling: Stuns all characters within a wide area. It takes about two seconds for the boss to execute this attack; start guarding when you see its name appear on screen.

EX: Battle with the Same Strategy

EX Stats			
Lv.	151–170	**Iron Stance**	400
HP	1433712–1605396		
Weak			
Absorbs			
Drop	Snow Butterfly (100%) Snow Butterfly (50%)		
Steal	Life Bottle (50%)		
Rewards	700000 gald/210000 Points		

Launching combos off of Hammer Toss works just as well in EX. A good hit to the boss's head will stagger him, so it isn't necessary to use Power Charge 3 here. Note that if the boss drives you to the edge of the battlefield, you won't be able to evade its Charge or tail attacks—even with Support Warp—so you'll want to use free run or side-steps to reposition yourself. The boss can swing his tail around him over a wide area, so always keep moving!

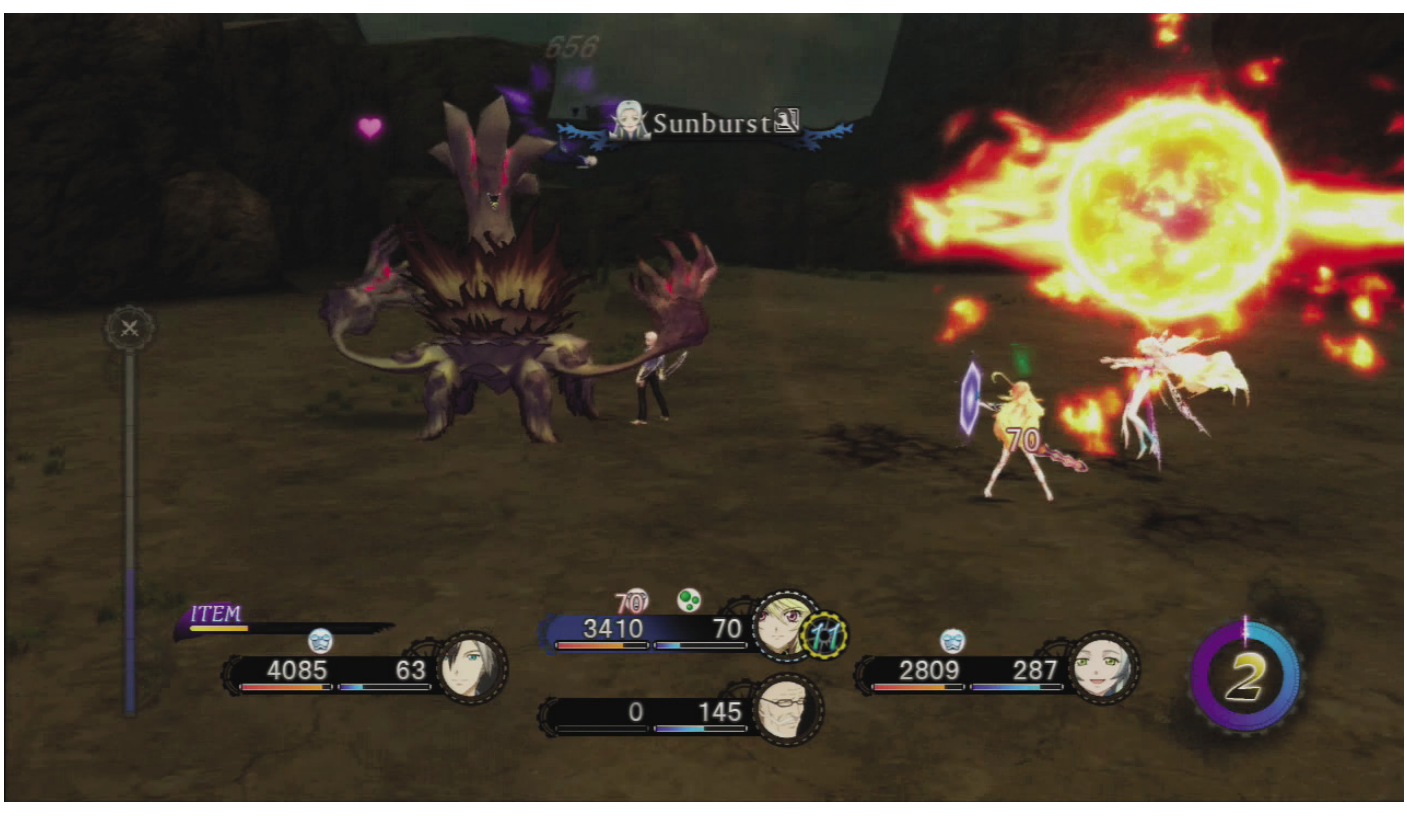
Side Quests

Bloodsucking Tree: Vampiric Plant!

Occurrence	
When	End of Chapter 12 onward
Location	Talys Highroad

Stats			
Lv.	56–77	**Iron Stance**	200
HP	213156–283464		
Weak			
Strong			
Drop	Talysian Cactus (100%) Talysian Cactus (50%)		
Steal	Life Bottle (50%)		
Rewards	120000 gald/36000 Points		

Prep: Make Milla Your Player Character

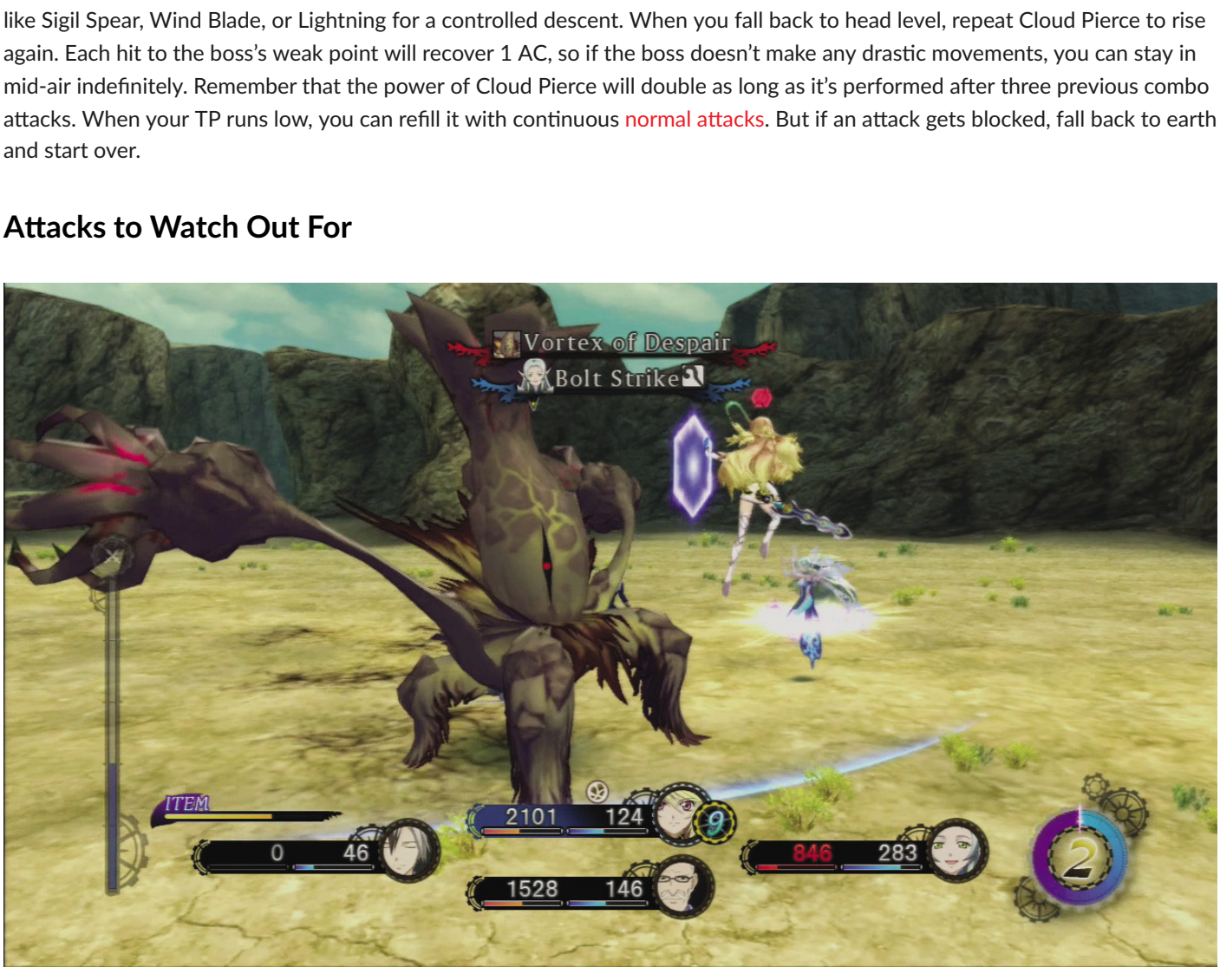


The weak point of this boss is very high up, so as the game's best character for mid-air combat, you'll want to be controlling Milla here. Her Cloud Pierce arcane arte is particularly useful, so make sure you've learned that before you challenge the boss. Alongside Milla, Muzét and Rowen are both capable of attacking the boss's weakness to Fire, so have them fill out your party as you aim for weakness-exploiting combos. Make sure to set all of Milla's aerial skills that boost mid-air combat!

Tactics: Stay in Mid-Air to Target Its Weak Point

At the beginning of the battle, jump up and use Cloud Pierce toward the target's head. When you rise above its head, use artes like Sigil Spear, Wind Blade, or Lightning for a controlled descent. When you fall back to head level, repeat Cloud Pierce to rise again. Each hit to the boss's weak point will recover 1 AC, so if the boss doesn't make any drastic movements, you can stay in mid-air indefinitely. Remember that the power of Cloud Pierce will double as long as it's performed after three previous combo attacks. When your TP runs low, you can refill it with continuous normal attacks. But if an attack gets blocked, fall back to earth and start over.

Attacks to Watch Out For



Vortex of Despair: This arte inflicts Poison and large amounts of damage. If you're fighting in mid-air, it might still be able to hit you if you're low enough. Maintain a high position to avoid it.

Sonic Slider: When a ! appears, the boss summons its strength and charges around the battlefield at high speed. The boss will fall down if you successfully evade it, giving you a chance to counterattack.

EX: Make Sure to Keep Your TP Up

EX Stats			
Lv.	125–146	**Iron Stance**	200
HP	888336–1028952		
Weak			
Strong			
Drop	Talysian Cactus (100%) Talysian Cactus (50%)		
Steal	Life Bottle (50%)		
Rewards	540000 gald/162000 Points		

As in the first battle, use Milla to engage the foe in mid-air. However, this version of the boss has significantly more HP, so you'll have to stay up there that much longer. Maintain your TP supply for as long as possible by equipping a Faerie Ring (which halves TP costs). Set Elize with the Linked Minds skill and link with her to further stretch out your TP supply. If you can maintain a position above the boss's head, you can safely defeat the boss without fear of being hit by its attacks.

Side Quests

Infernal Call: Cthulhu Demon!

Occurrence	
When	End of Chapter 13 onward
Location	Arklund Quag

Stats			
Lv.	59–71	**Iron Stance**	400
HP	241800–285324		
Weak			
Strong			
Drop	Golden Frog (100%) Golden Frog (50%)		
Steal	Life Bottle (50%)		
Rewards	150000 gald/45000 Points		

Prep: Battle with Fire Artes From Afar

This boss will fall down immediately if you attack it with weakness-exploiting combos. However, when it falls down, it uses a Poison-emitting attack, making the combos impossible to continue. Flee back to a safe distance and attack it with Fire-type artes. Play as Milla, and bring Muzét and Elize along for support. Elize's Dispel arte will protect against status ailments, allowing you to fight without fear of Poison.

Tactics: Attack Its Weak Point with Lightning from Mid-air*

*Hold the button for the maximum amount of time.

This boss's tentacle/feeler things are its weak points. It holds them high up, where they're hard to hit, but not too high for Milla's Lightning attack (highest level). Use this arte in mid-air to hit its weak points. The boss will fall down, and you can then use Fire artes against it. When the boss rises again, once again fire off a mid-air Lightning attack (at its highest level). If the boss gets too close, use Muzét's Support Warp to zip away. Elize should be on poison-control duties, which means keeping her in a perpetual Teepo ON state and regularly casting Dispel. Ludger will get poisoned if he approaches the boss, so set his Action Strategy to Protect Yourself. He should only go on offense when his chromatus gauge is full enough to transform.

Attacks to Watch Out For

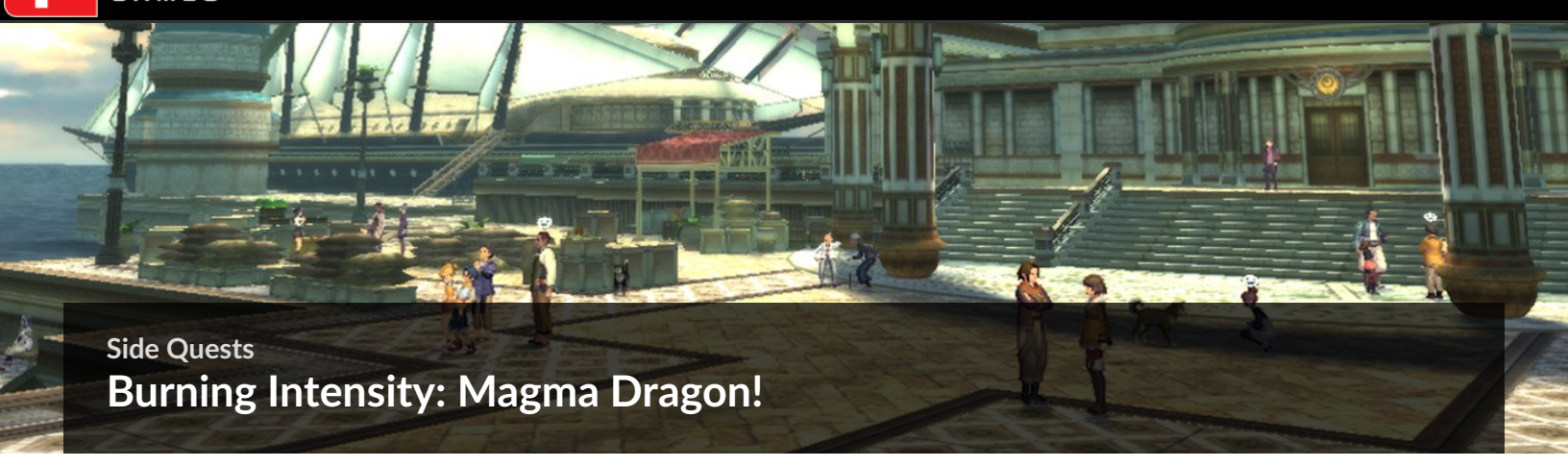
Spin Thrust: A charging attack that sweeps in nearby targets. You can avoid it by getting far enough away, so start back-stepping away when you see him rear back.

Poison Spew: The boss emits a cloud of poison whenever it's attacked while down. The cloud inflicts both damage and poison, so retreat as soon as it falls.

EX: Swap Ludger for Rowen

EX Stats			
Lv.	128–140	**Iron Stance**	400
HP	984126–1071174		
Weak			
Strong			
Drop	Golden Frog (100%) Golden Frog (50%)		
Steal	Life Bottle (50%)		
Rewards	480000 gald/144000 Points		

The basic strategy of having Milla cast Lightning (highest level) at the tentacles from mid-air should remain unchanged. Continue to use Fire artes regularly—if you're able to inflict the Burn status, it can take off as much as 20% of the boss's max HP! Since Ludger was never much help in this fight, replace him with Rowen and have him focus on casting Shimmering Toll. Set the Action Strategy for Muzét and Rowen to Spirit Artes Only.



Side Quests

Burning Intensity: Magma Dragon!

Occurrence	
When	End of Chapter 14 onward
Location	Nala Lava Tubes

Stats			
Lv.	65–71	**Iron Stance**	200
HP	260292–281784		
Weak			
Strong			
Absorb			
Drop	Fire Spirit's Rage (100%) Fire Spirit's Rage (25%)		
Steal	Life Bottle (50%)		
Rewards	150000 gald/45000 Points		

Prep: Both Dragons Fight Mainly with Fire

In this battle, a second monster known as a Leviadragon appears alongside the boss. Unlike the boss, it's weak against slash attacks and resistant to strike attacks, but that is the only significant difference. Both primarily attack with Fire attacks, so have Ludger equip a Red Cape, and everyone else equip Garnets for protection. Include Rowen and Muzét in your party for their ability to fight the foes with Water-type artes.

Tactics: Separate the Foes and Attack with Freezing Eruption Combos

Set Muzét and Rowen's Strategy to Spread Out and Spirit Artes Only. Pick one of the two foes and focus all of your attacks upon it. When you've successfully divided the foes, attack with the sledgehammer's Freezing Eruption arcane arte. Not only will this arte hit with the element the foe is weak to, but it has a good chance of striking the boss's head (its weak point) as well. Once the boss falls, prop it up again with Crushing Blow and continue your weak-point-exploiting combo. But if a ! pops up, guard immediately. If it's a Fire attack, counterattack as you absorb the damage.

Knockdown: Attack After a Blaze Fever

After the enemy's Blaze Fever arte, attack it (using a Linked Arte in EX mode) to break its Iron Stance and get a knockdown. You'll be knocked back if the attack hits you, so either avoid it by free running or absorb the Fire-type damage.

Attacks to Watch Out For

Blaze Fever: An attack that creates a whirlwind of flame. When the boss straightens its body vertically, make a rapid and drastic retreat to avoid getting hit.

Coral Blade: The boss attacks with the spikes around its head and tail. You can avoid the attack if you circle around to the boss's side.

EX: Keep Ludger's TP Up

EX Stats			
Lv.	134–140	**Iron Stance**	200
HP	1017450–1060542		
Weak			
Strong			
Absorb			
Drop	Fire Spirit's Rage (100%) Fire Spirit's Rage (25%)		
Steal	Life Bottle (50%)		
Rewards	400000 gald/120000 Points		

No matter how high your level, getting stuck between two dragons using Coral Blade will kill you in a flash. As before, divide your foes and make Freezing Eruption the focus of your offense. This battle will be a long one so have Elize set the Linked Mind skill and link with Ludger to maintain his TP supply. Have Rowen cast Glacial Core in hopes of petrifying the boss.

Side Quests

Frozen Gaze: Snow Cougar!

Occurrence	
When	End of Chapter 14 onward
Location	Xailen Woods

Stats			
Lv.	65–69	**Iron Stance**	200
HP	296262–312570		
Weak			
Strong			
Drop	Water Spirit's Tears (100%) Water Spirit's Tears (50%)		
Steal	Life Bottle (50%)		
Rewards	175000 gald/52500 Points		

Prep: Field Party Members Who Are Skilled with Fire

This boss is weak to Fire, so use Milla and Muzét for their repertoire of Fire artes, and set them to only cast Bolt Strike and Flame Ring. The boss uses attacks that inflict Petrify and Bleeding, so fill out your party with Elize and put her on Dispel duty. Compared to the other Elite Monsters, this boss appears to be unusually small on the field.

Tactics: Attack Its Tail

This boss moves extremely quickly, but its attacks aren't that potent, so if you guard religiously you should be fairly safe. When the boss turns away from you, attack the tail—that's its weak point. Linking with Milla and flanking the boss is a good way to get a shot at its tail. When the boss is reduced to half its HP, it enters Over Limit and uses Snowfall. This attack summons three Snow Wolf enemies to the battlefield, and until all three are defeated, a damaging blizzard will rage across the battlefield. The boss itself will hardly move while this is happening, but you won't be able to deal much damage to it, so focus your attacks on the Snow Wolves. Their defeat will leave the boss temporarily defenseless, giving you a good chance to strike.

Attacks to Watch Out For

Snowfall: An attack that creates a blizzard and summons three Snow Wolves. The blizzard deals Water and Earth damage to everyone on the battlefield at regular intervals.

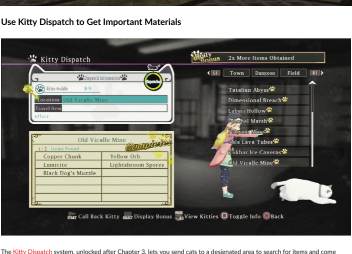
Frolic & Cavort: The boss unleashes a pouncing attack. It uses this attack regularly on fallen foes to deal heavy damage. It also uses it during Over Limit.

EX: Stop Snowfall with Your Transformation

EX Stats			
Lv.	164–168	**Iron Stance**	200
HP	1399770–1432386		
Weak			
Strong			
Drop	Water Spirit's Tears (100%) Water Spirit's Tears (50%)		
Steal	Life Bottle (50%)		
Rewards	620000 gald/186000 Points		

As in the first battle, fight defensively, and use Power Charge 3 to strike at the boss's tail. Link with Milla and use strong attacks or Moonlight Assault in hopes of stunning the foe so Milla can successfully bind it. There's a real risk the party will be wiped out before you can defeat the Snow Wolves during Snowfall, so have Ludger transform as soon as the move's name appears on screen to cancel its effects. The boss is now weak to slashing, making it easy to perform weakness-exploiting combos with Milla's helpt

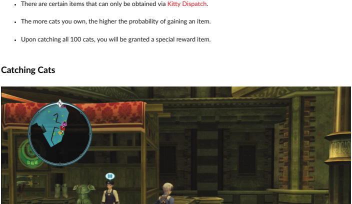
Use Kitty Dispatch to Get Important Materials



The Kitty Dispatch system, unlocked after Chapter 3, lets you send cats to a designated area to search for items and come back. As you find more cats, the odds of getting better items and the quantity of items both improve. Some items can only be acquired this way.

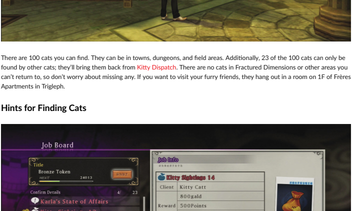
- Dispatch is available at any time/location in the game.
- There are certain items that can only be obtained via Kitty Dispatch.
- The more cats you own, the higher the probability of gaining an item.
- Upon catching all 100 cats, you will be granted a special reward item.

Catching Cats



There are 100 cats you can find. They can be in towns, dungeons, and field areas. Additionally, 23 of the 100 cats can only be found by other cats; they'll bring them back from Kitty Dispatch. There are no cats in Fractured Dimensions or other areas you can't return to, so don't worry about missing any. If you want to visit your furry friends, they hang out in a room on 1F of Frieve Apartments in Trigleph.

Hints for Finding Cats

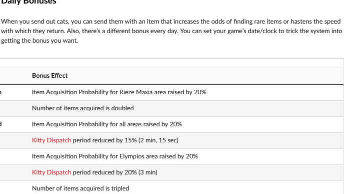


Some quests send you to find cats, and the quest descriptions give you a hint to their location. For Item Quests, it's possible to find the cat (and its required collar) beforehand. However, there are also cats that can only be found during an Event Quest, so make sure to clear those as well to get 100. Refer to the following chart for complete details to find all 100 cats!

Collecting 100 Cats

Name	Quest	Kitty Dispatch	Location	Available Period
Malik			Trigleph	Event Quest 04 - The Days of Our Lives
Carol			Trigleph	Kitty Dispatch unlocked onward (Chapter 3 completed)
Suzu	√		Trigleph	Kitty Dispatch unlocked onward (Chapter 3 completed)
Winnie		√	Trigleph	Kitty Dispatch unlocked onward (Chapter 3 completed)
Ethos		√	Trigleph	Kitty Dispatch unlocked onward (Chapter 3 completed)
Luke	√		Duval	Kitty Dispatch unlocked onward (Chapter 3 completed)
Catstantine the Third			Duval	Event Quest 14 - Meeting with Julius
York		√	Duval	Kitty Dispatch unlocked onward (Chapter 3 completed)
Lithia			Marksburg	After Chapter 4/5 complete
Thomas			Marksburg	After Chapter 4/5 complete
Zagi		√	Marksburg	After Chapter 4/5 complete
Sasuke		√	Marksburg	After Chapter 4/5 complete
Schrodinger			Hamil	Debt Repayment Interval 5-6
Sharil		√	Hamil	Debt Repayment Interval 5-6
Badger			Nia Khera	Debt Repayment Interval 5-6
Trigger		√	Nia Khera	Debt Repayment Interval 5-6
Shorty			Milla's Shrine	Debt Repayment Interval 5-6
Nonya			Sharilton	Debt Repayment Interval 7-8
Yuni	√		Sharilton	Debt Repayment Interval 7-8
Sparkles		√	Sharilton	Debt Repayment Interval 7-8
Flakey			Xian Du	Debt Repayment Interval 8-9
Harry			Xian Du	Debt Repayment Interval 8-9
Kyo	√		Xian Du	Debt Repayment Interval 8-9
Claire			Kanbalar	Debt Repayment Interval 8-9
Breezy	√		Kanbalar	Debt Repayment Interval 8-9
Corgan			Kanbalar	Debt Repayment Interval 8-9
Euler		√	Kanbalar	Debt Repayment Interval 8-9
Woodrow			Xailen Woods Temple	Debt Repayment Interval 8-9
Guy		√	Xailen Woods Temple	Debt Repayment Interval 8-9
Suzuki			Fennmont	Debt Repayment Interval 10-11
Wily	√		Fennmont	Debt Repayment Interval 10-11
Kahmari			Fennmont	Debt Repayment Interval 10-11
Gazpacho		√	Fennmont	Debt Repayment Interval 10-11
Enya			Drellin	Debt Repayment Interval 9-10
Tartaros	√		Drellin	Debt Repayment Interval 9-10
Ivan		√	Drellin	Debt Repayment Interval 9-10
Stallone			Leronde	Debt Repayment Interval 9-10
Rocky	√		Leronde	Debt Repayment Interval 9-10
Lotus			Aladhi Seahaven	Debt Repayment Interval 5-6
Tart			Sapstrath Seahaven	Debt Repayment Interval 7-8
Licca			Lakutam Seahaven	Debt Repayment Interval 8-9
Tiggy			Spirius Corporation	Chapter 6
Patches			Spirius Corporation	Chapter 6
Narcissus			Helioborg Research Station	Chapter 4/5
Brownie		√	Helioborg Research Station	Chapter 4/5
Boris	√		Agent Training Facility	Chapter 14
Lucca			Kijara Seafalls	Debt Repayment Interval 5-6
Bilbo		√	Kijara Seafalls	Debt Repayment Interval 5-6
Spartan			Nia Khera Hallowmont	Debt Repayment Interval 5-6
Moon			Sapstrath Deepwood	Debt Repayment Interval 7-8
Chi-Chi	√		Sapstrath Deepwood	Debt Repayment Interval 7-8
Nano		√	Bermia Gorge	Debt Repayment Interval 7-8
Salmon		√	Bermia Gorge	Debt Repayment Interval 7-8
Taka	√		Bermia Gorge	Debt Repayment Interval 7-8
Lazy			Fort Gandala	After Chapter 11 complete
Smacks		√	Fort Gandala	After Chapter 11 complete
Pebbles			Tatalian Abyss	Debt Repayment Interval 4-5
Torche	√		Tatalian Abyss	Debt Repayment Interval 4-5
Swagmo			Dimensional Breach	Debt Repayment Interval 4-5
Setsuna			Labari Hollow	Debt Repayment Interval 8-9
Mao	√		Labari Hollow	Debt Repayment Interval 8-9
Keele			Orda Palace	Debt Repayment Interval 10-11
Iris		√	Orda Palace	Debt Repayment Interval 10-11
Nanaly	√		Laforte Research Center	Debt Repayment Interval 10-11
Noel	√		Fezebel Marsh	After Chapter 10 complete
Melvin			Felgana Mine	Debt Repayment Interval 9-10
Croquette	√		Felgana Mine	Debt Repayment Interval 9-10
Fauntleroy			Land of Canaan	Chapter 16
Hiro		√	Land of Canaan	Chapter 16
Ruby	√		Alest Highroad	Kitty Dispatch unlocked onward (Chapter 3 completed)
Tilton			Torbalan Highroad	Debt Repayment Interval 3-4
Filbert			Aladhi Trail	Debt Repayment Interval 5-6
Nuke			Gaila Trail	Debt Repayment Interval 5-6
Norse			Nia Khera Spiritway	Debt Repayment Interval 5-6
Prickly Pete	√		Xagut Floodmeadow	Debt Repayment Interval 5-6
Meowcifer	√		Sapstrath Highroad	Debt Repayment Interval 7-8
Michael			Culmar Trail	Debt Repayment Interval 7-8
Lil Scrappy	√		Culmar Trail	Debt Repayment Interval 7-8
Natalina	√		Talys Highroad	Debt Repayment Interval 7-8
Keke			Rusalle Highroad	Debt Repayment Interval 4-5
Keisha			Rusalle Highroad	Debt Repayment Interval 4-5
Sir Meows-a-Lot			Lakutam Highroad	Debt Repayment Interval 8-9
Kittypants		√	Lakutam Highroad	Debt Repayment Interval 8-9
Wasabi			Royal Hunting Grounds	Debt Repayment Interval 8-9
Zexyz			Mon Highlands	Debt Repayment Interval 8-9
Holmes	√		Mon Highlands	Debt Repayment Interval 8-9
Tom		√	Mon Highlands	Debt Repayment Interval 8-9
Princess Purry			Xailen Woods	Debt Repayment Interval 8-9
Scratchy			Nala Lava Tubes	Debt Repayment Interval 8-9
Petunia		√	Nala Lava Tubes	Debt Repayment Interval 8-9
Emil			Kukhar Ice Caverns	Debt Repayment Interval 8-9
Stumbles	√		Sillea Tundra	Debt Repayment Interval 8-9
Dasher	√		Tulea Tundra	Debt Repayment Interval 8-9
Cannon	√		Barnauer Highroad	Debt Repayment Interval 10-11
Lucy			Barnauer Highroad	Debt Repayment Interval 10-11
Carolina	√		Arklund Quag	Debt Repayment Interval 10-11
Deltrese		√	Arklund Quag	Debt Repayment Interval 10-11
Nelly	√		Catamar Heights	Debt Repayment Interval 9-10
Monty	√		Voltea Woods	Debt Repayment Interval 9-10
Whiskey			Old Vicalle Mine	Debt Repayment Interval 9-10

Having Cats Get Items



- Once you've caught a cat somewhere, you can send cats to that location to look for items.
- There are 55 possible locations, and each has different items to collect.
- Cats return with the collected items after 15 minutes.
- You can call them back sooner, but you won't get any items.
- You can send them out in Fractured Dimensions, but they'll actually search the normal world.
- There are five or six items per area. Items that are not yet found are listed as ????.
- Once you've found all but one item in an area, the next time the cats might bring back an attachment or weapon, completing the area.
- Cats can bring back Material, Rare Items, new Cats, Attachments, and Weapons.

Boost Item Retrieval

Daily Bonuses

When you send out cats, you can send them with an item that increases the odds of finding rare items or hastens the speed with which they return. Also, there's a different bonus every day. You can set your game's date/clock to trick the system into getting the bonus you want.

Day	Bonus Effect
Mon	Item Acquisition Probability for Rieze Maxia area raised by 20%
Tue	Number of items acquired is doubled
Wed	Item Acquisition Probability for all areas raised by 20%
Thu	Kitty Dispatch period reduced by 15% (2 min, 15 sec)
Fri	Item Acquisition Probability for Elympios area raised by 20%
Sat	Kitty Dispatch period reduced by 20% (3 min)
Sun	Number of items acquired is tripled

Travel Items

By using a support item, you can gain a bonus effect of reducing the time cats spend searching for items. The reduced time is in addition to the Daily Bonus!

Item Name	Effects
Kitty Krisps	Reduces time of return by 10% (1 min, 30 sec)
Gummy Fishies	Reduces time of return by 15% (2 min, 15 sec)
Catnip	Reduces time of return by 25% (3 min, 45 sec)
Kitty Toy	Reduces time of return by 35% (5 min, 15 sec)
Royal Feast	Rare item acquisition probability is tripled

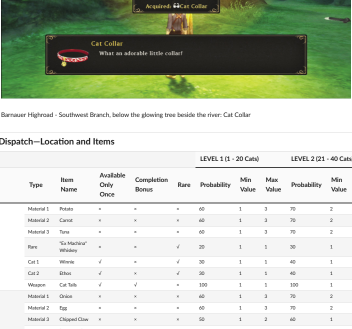
The Item Retrieval System

Each item a cat can find has a preset percentage chance of being found. Typically it's 40–60% for materials, 20–30% for rare items, and 30% for cats. However, these odds improve by 10% for every twenty cats you dispatch. Note that if you've met the conditions to acquire them, you'll always receive the weapon or attachment. In addition to the odds, the more cats you have, the more copies of items you'll find. The next chart lists probability boost as the number of cats increase.

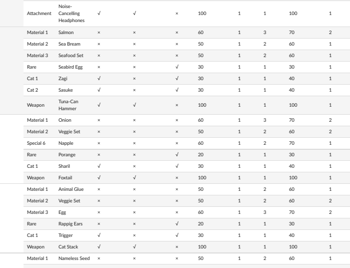
Stage	Number of Cats	Probability Percentage Increase	Item Acquisition Probability (Material)	Item Acquisition Probability (Rare Item)
Stage 1	1–20	+0%	40–60%	20–30%
Stage 2	21–40	+10%	50–70%	30–40%
Stage 3	41–60	+20%	70–80%	40–50%
Stage 4	61–80	+30%	80–90%	50–60%
Stage 5	81–100	+40%	90–100%	60–70%

100 Cats Rewards

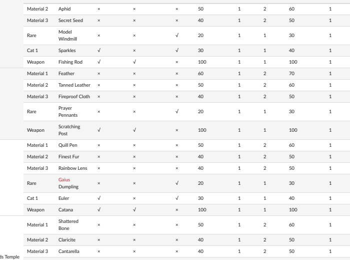
Upon catching 100 cats, Rollo will become the king of cats (so to speak). However, to be a true cat connoisseur you still need to find three special items. Go to the first floor of your apartment building and enter Catt's Den. Kitty Catt is ecstatic, and as a reward she tells you that each of the kitty collars actually contain a hint to three treasures. She gives pretty good hints, but to take the guesswork out of it, here are the three spots you need to check.



Kanbalar - Castle Gaius, Audience Chamber, below the throne: Therapy Cat



Tatalian Abyss - B3F, Hole in south-most tip: Kitty Cap



Barnauer Highroad - Southwest Branch, below the glowing tree: Cat Collar

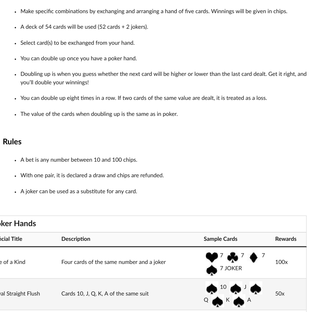
Kitty Dispatch—Location and Items

Area	Type	Item Name	Available Only Once	Completion Bonus	Rare	LEVEL 1 (1-20 Cats) Probability	Min Value	Max Value	LEVEL 2 (21-40 Cats) Probability	Min Value	Max Value
Trigleph	Material 1	Potato	×	×	×	60	1	3	70	2	7
	Material 2	Carrot	×	×	×	60	1	3	70	2	7
	Material 3	Tuna	×	×	×	60	1	3	70	2	7
	Rare	"Ex Machina" Whiskey	×	×	√	20	1	1	30	1	2
	Cat 1	Winnie	√	×	√	30	1	1	40	1	1
	Cat 2	Ethos	√	×	√	30	1	1	40	1	1
	Weapon	Cat Tails	√	√	×	100	1	1	100	1	1
Duval	Material 1	Onion	×	×	×	60	1	3	70	2	7
	Material 2	Egg	×	×	×	60	1	3	70	2	7
	Material 3	Chipped Claw	×	×	×	50	1	2	60	1	2
	Rare	"Noir Rare" Brandy	×	×	√	20	1	1	30	1	2
	Cat 1	York	√	×	√	30	1	1	40	1	1
	Attachment	Noise-Cancelling Headphones	√	√	×	100	1	1	100	1	1
Marksburg	Material 1	Salmon	×	×	×	60	1	3	70	2	7
	Material 2	Sea Bream	×	×	×	50	1	2	60	1	5
	Material 3	Seafood Set	×	×	×	50	1	2	60	1	5
	Rare	Seabird Egg	×	×	√	30	1	1	30	1	2
	Cat 1	Zagi	√	×	√	30	1	1	40	1	1
	Cat 2	Sasuke	√	×	√	30	1	1	40	1	1
	Weapon	Tuna-Can Hammer	√	√	×	100	1	1	100	1	1
Hamil	Material 1	Onion	×	×	×	60	1	3	70	2	7
	Material 2	Veggie Set	×	×	×	50	1	2	60	2	5
	Material 3	Napple	×	×	×	60	1	2	70	1	1
	Rare	Porange	×	×	√	20	1	1	30	1	2
	Cat 1	Sharil	√	×	√	30	1	1	40	1	1
	Weapon	Foxtail	√	√	×	100	1	1	100	1	1
Nia Khera	Material 1	Animal Glue	×	×	×	50	1	2	60	1	2
	Material 2	Veggie Set	×	×	×	50	1	2	60	2	5
	Material 3	Egg	×	×	×	60	1	3	70	2	7
	Rare	Rappig Ears	×	×	√	20	1	1	30	1	2
	Cat 1	Trigger	√	×	√	30	1	1	40	1	1
	Weapon	Cat Stack	√	√	×	100	1	1	100	1	1
Milla's Shrine	Material 1	Nameless Seed	×	×	×	50	1	2	60	1	2
	Material 2	Beautiful Insect Wings	×	×	×	50	1	2	60	1	2
	Material 3	Aphid King	×	×	×	40	1	2	50	1	2
	Rare	Holy Ash	×	×	√	20	1	1	30	1	2
	Attachment	Milla's Bangs Replica	√	√	×	100	1	1	100	1	1
Sharilton	Material 1	Potato	×	×	×	60	1	3	70	2	7
	Material 2	Aphid	×	×	×	50	1	2	60	1	2
	Material 3	Secret Seed	×	×	×	40	1	2	50	1	2
	Rare	Model Windmill	×	×	√	20	1	1	30	1	2
	Cat 1	Sparkles	√	×	√	30	1	1	40	1	1
	Weapon	Fishing Rod	√	√	×	100	1	1	100	1	1
Xian Du	Material 1	Feather	×	×	×	60	1	2	70	1	2
	Material 2	Tanned Leather	×	×	×	50	1	2	60	1	2
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Prayer Pennants	×	×	√	20	1	1	30	1	2
	Weapon	Scratching Post	√	√	×	100	1	1	100	1	1
Kanbalar	Material 1	Quill Pen	×	×	×	50	1	2	60	1	3
	Material 2	Finest Fur	×	×	×	40	1	2	50	1	2
	Material 3	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Rare	Gaius Dumpling	×	×	√	20	1	1	30	1	2
	Cat 1	Euler	√	×	√	30	1	1	40	1	1
	Weapon	Catana	√	√	×	100	1	1	100	1	1
Xailen Woods Temple	Material 1	Shattered Bone	×	×	×	50	1	2	60	1	3
	Material 2	Claricite	×	×	×	40	1	2	50	1	2
	Material 3	Cantarella	×	×	×	40	1	2	50	1	2
	Rare	Stained Glass Fragments	×	×	√	20	1	1	30	1	2
	Cat 1	Guy	√	×	√	30	1	1	40	1	1
	Attachment	Earmuffs	√	√	×	100	1	1	100	1	1
Fennmont	Material 1	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Material 2	Quill Pen	×	×	×	50	1	2	60	1	3
	Material 3	Gelatin	×	×	×	50	1	2	60	1	3
	Rare	"Moonlight" Bourbon	×	×	√	20	1	1	30	1	2
	Cat 1	Gazpacho	√	×	√	30	1	1	40	1	1
	Weapon	Rollo Mittens	√	√	×	100	1	1	100	1	1
Drellin	Material 1	Sea Bream	×	×	×	50	1	2	60	1	5
	Material 2	Salmon	×	×	×	60	1	3	70	2	7
	Material 3	Tuna	×	×	×	60	1	2	70	1	5
	Material 4	Seafood Set	×	×	×	50	1	2	60	1	5
	Rare	"Casual" Tequila	×	×	√	20	1	1	30	1	2
	Cat 1	Ivan	√	×	√	30	1	1	40	1	1
	Attachment	Swordsman's Eyepatch	√	√	×	100	1	1	100	1	1
Leronde	Material 1	Crude Stinger	×	×	×	50	1	1	60	1	2
	Material 2	Carrot	×	×	×	60	1	3	70	2	7
	Material 3	Seafood Set	×	×	×	50	1	2	60	1	5
	Rare	Roasted Chicken	×	×	√	20	1	1	30	1	2
	Weapon	Gimme-Dat!	√	√	×	100	1	1	100	1	1
Aladhi Seahaven	Material 1	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Material 2	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Material 3	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Rare	"Akebono" Sake	×	×	√	20	1	1	30	1	2
	Attachment	Shiba Dog's Muzzle	√	√	×	100	1	1	100	1	1
Sapstrath Seahaven	Material 1	Sharp Fang	×	×	×	60	1	2	70	1	2
	Material 2	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Material 3	Sea Bream	×	×	×	50	1	2	60	1	5
	Rare	"Floresta" Wine	×	×	√	20	1	1	30	1	2
	Attachment	Shiba Dog Ears	√	√	×	100	1	1	100	1	1
Lakutam Seahaven	Material 1	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Material 2	Tuna	×	×	×	60	1	2	70	1	5
	Material 3	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Rare	"Twilight" Shochu	×	×	√	20	1	1	30	1	2
	Attachment	Shiba Dog's Tail	√	√	×	100	1	1	100	1	1
Spirius Corporation	Material 1	Egg	×	×	×	60	1	3	70	2	7
	Material 2	Veggie Set	×	×	×	50	1	2	60	2	5
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Bunny Doll	×	×	√	20	1	1	30	1	2
	Attachment	Superhero Belt	√	√	×	100	1	1	100	1	1
Helioborg Research Station	Material 1	Tanned Leather	×	×	×	50	1	2	60	1	2
	Material 2	Claricite	×	×	×	40	1	2	50	1	2
	Material 3	Copper Ore	×	×	×	60	1	2	70	1	3
	Rare	Lesser Spirit Doll	×	×	√	20	1	1	30	1	2
	Cat 1	Brownie	√	×	√	30	1	1	40	1	1
	Weapon	Meow Blasters	√	√	×	100	1	1	100	1	1
Agent Training Facility	Material 1	Aphid	×	×	×	50	1	2	60	1	2
	Material 2	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Material 3	Rare Metal	×	×	×	40	1	1	50	1	2
	Rare	Old Wooden Sword	×	×	√	20	1	1	30	1	2
	Attachment	Safety Goggles	√	√	×	100	1	1	100	1	1
Kijara Seafalls	Material 1	Tuna	×	×	×	60	1	2	70	1	5
	Material 2	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Material 3	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Material 4	Pearl	×	×	×	60	1	1	70	1	1
	Rare	Kijara Fish	×	×	√	20	1	1	30	1	2
	Cat 1	Bilbo	√	×	√	30	1	1	40	1	1
	Attachment	Emo Glasses	√	√	×	100	1	1	100	1	1
Nia Khera Hallowmont	Material 1	Sharp Fang	×	×	×	60	1	2	70	1	2
	Material 2	Crude Stinger	×	×	×	50	1	2	60	1	2
	Material 3	Puricite	×	×	×	40	1	2	50	1	2
	Material 4	Silver Ore	×	×	×	40	1	2	50	1	3
	Rare	Temporal Shard	×	×	√	20	1	1	30	1	2
	Weapon	Kitty Pin	√	√	×	100	1	1	100	1	1
Sapstrath Deepwood	Material 1	Secret Seed	×	×	×	40	1	2	50	1	2
	Material 2	Aphid King	×	×	×	40	1	2	50	1	2
	Material 3	Mushroom Powder	×	×	×	60	1	2	70	1	3
	Rare	Smokeshrooms	×	×	√	20	1	1	30	1	2
	Attachment	Mandragora Head	√	√	×	100	1	1	100	1	1
Bermia Gorge	Material 1	Feather	×	×	×	60	1	3	70	1	4
	Material 2	Nameless Seed	×	×	×	50	1	2	60	1	2
	Material 3	Claricite	×	×	×	40	1	2	50	1	2
	Material 4	Pure White Puffball	×	×	×	40	1	1	50	1	1
	Rare	Breath of Wind	×	×	√	20	1	1	30	1	2
	Cat 1	Nano	√	×	√	30	1	1	40	1	1
	Cat 2	Salmon	√	×	√	30	1	1	40	1	1
	Attachment	Rage Glasses	√	√	×	100	1	1	100	1	1
Fort Gandala	Material 1	Scorpion Tail	×	×	×	40	1	2	50	1	2
	Material 2	Beautiful Insect Wings	×	×	×	50	1	2	60	1	2
	Material 3	Spiderweb	×	×	×	60	1	2	70	1	3
	Rare	Iron Dust	×	×	√	20	1	1	30	1	2
	Cat 1	Smacks	√	×	√	30	1	1	40	1	1
	Attachment	Sheathed Dagger	√	√	×	100	1	1	100	1	1
Tatalian Abyss	Material 1	Chipped Claw	×	×	×	50	1	2	60	1	2
	Material 2	Glowfruit	×	×	×	40	1	2	50	1	2
	Material 3	Cantarella	×	×	×	40	1	2	50	1	2
	Material 4	Weird Fragment	×	×	×	40	1	2	50	1	2
	Rare	Pink Emerald	×	×	√	20	1	1	30	1	2
	Attachment	Colored Sunglasses	√	√	×	100	1	1	100	1	1
Dimensional Breach	Material 1	Shattered Bone	×	×	×	50	1	2	60	1	3
	Material 2	Insect Horn	×	×	×	50	1	2	60	1	2
	Material 3	Glowfruit	×	×	×	40	1	2	50	1	2
	Material 4	Beast Dung	×	×	×	60	1	5	70	2	7
	Rare	Wild Gold Dust	×	×	√	20	1	1	30	1	2
	Attachment	Pet Dragon	√	√	×	100	1	1	100	1	1
Labari Hollow	Material 1	Copper Chunk	×	×	×	50	1	2	60	1	2
	Material 2	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Material 3	Lumicite	×	×	×	40	1	2	50	1	2
	Material 4	Hazardous Liquid	×	×	×	60	1	2	70	1	2
	Rare	Prototype Booster	×	×	√	20	1	1	30	1	2
	Attachment	Harold Mask	√	√	×	100	1	1	100	1	1
Orda Palace	Material 1	Quill Pen	×	×	×	50	1	2	60	1	3
	Material 2	Finest Fur	×	×	×	40	1	2	50	1	2
	Material 3	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Material 4	Gold Dust	×	×	×	40	1	1	50	1	2
	Rare	Water Lily	×	×	√	20	1	1	30	1	2
	Cat 1	Iris	√	×	√	30	1	1	40	1	1
	Attachment	Topknot	√	√	×	100	1	1	100	1	1
Laforte Research Center	Material 1	Lumicite	×	×	×	40	1	2	50	1	2
	Material 2	Gelatin	×	×	×	50	1	2	60	1	3
	Material 3	Mysterious Bead	×	×	×	40	1	1	50	1	2
	Rare	Obsidian	×	×	√	20	1	1	30	1	2
	Attachment	Chirpee Head	√	√	×	100	1	1	100	1	1
Fezebel Marsh	Material 1	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 2	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 3	Puricite	×	×	×	40	1	2	50	1	2
	Material 4	Monster Fluid	×	×	×	40	1	1	50	1	1
	Rare	Golden Frog Egg	×	×	√	20	1	1	30	1	2
	Attachment	Bandage	√	√	×	100	1	1	100	1	1
Felgana Mine	Material 1	Lumicite	×	×	×	40	1	2	50	1	2
	Material 2	Puricite	×	×	×	40	1	2	50	1	2
	Material 3	Copper Chunk	×	×	×	50	1	2	60	1	2
	Material 4	Meadow Crystal	×	×	×	40	1	1	50	1	2
	Rare	Empty Spirit Fossil	×	×	√	20	1	1	30	1	2
	Attachment	Monocle	√	√	×	100	1	1	100	1	1
Land of Canaan	Material 1	Cantarella	×	×	×	40	1	2	50	1	2
	Material 2	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Material 3	Bizarre Clump	×	×	×	40	1	1	50	1	2
	Rare	Working Gear	×	×	√	20	1	1	30	1	2
	Cat 1	Hiro	√	×	√	30	1	1	40	1	1
	Attachment	Afro Puff	√	√	×	100	1	1	100	1	1
Alest Highroad	Material 1	Scorpion Tail	×	×	×	40	1	2	50	1	2
	Material 2	Nameless Seed	×	×	×	50	1	2	60	1	2
	Material 3	Claricite	×	×	×	40	1	2	50	1	2
	Rare	Ancient Fish Scales	×	×	√	20	1	1	30	1	2
	Attachment	Full-frame Glasses	√	√	×	100	1	1	100	1	1
Torbalan Highroad	Material 1	Tanned Leather	×	×	×	50	1	2	60	1	2
	Material 2	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Material 3	Lumicite	×	×	×	40	1	2	50	1	2
	Rare	Torbalan Jade	×	×	√	20	1	1	30	1	2
	Attachment	Backpack	√	√	×	100	1	1	100	1	1
Aladhi Trail	Material 1	Insect Horn	×	×	×	50	1	2	60	1	2
	Material 2	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 3	Cantarella	×	×	×	40	1	2	50	1	2
	Rare	Aladhian Beetle	×	×	√	20	1	1	30	1	2
	Attachment	Sunglasses	√	√	×	100	1	1	100	1	1
Gaila Trail	Material 1	Secret Seed	×	×	×	40	1	2	50	1	2
	Material 2	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 3	Copper Chunk	×	×	×	50	1	2	60	1	2
	Rare	Gaila Leaf	×	×	√	20	1	1	30	1	2
	Attachment	Hat	√	√	×	100	1	1	100	1	1
Nia Khera Spiritway	Material 1	Nameless Seed	×	×	×	50	1	2	60	1	2
	Material 2	Sharp Fang	×	×	×	60	1	2	70	1	2
	Material 3	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Rare	Husk of Legend	×	×	√	20	1	1	30	1	2
	Attachment	Elf Ears	√	√	×	100	1	1	100	1	1
Xagut Floodmeadow	Material 1	Gelatin	×	×	×	50	1	2	60	1	3
	Material 2	Scorpion Tail	×	×	×	40	1	2	50	1	2
	Material 3	Glowfruit	×	×	×	40	1	2	50	1	2
	Rare	Driftwood	×	×	√	20	1	1	30	1	2
	Attachment	Monkey King's Headband	√	√	×	100	1	1	100	1	1
Sapstrath Highroad	Material 1	Aphid King	×	×	×	40	1	2	50	1	2
	Material 2	Carrot	×	×	×	60	1	3	70	2	7
	Material 3	Nameless Seed	×	×	×	50	1	2	60	1	2
	Rare	Sapstrath Amber	×	×	√	20	1	1	30	1	2
	Attachment	Framed Glasses	√	√	×	100	1	1	100	1	1
Culmar Trail	Material 1	Aphid	×	×	×	50	1	2	60	1	2
	Material 2	Onion	×	×	×	60	1	3	70	2	7
	Material 3	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Rare	Sharilton Butterfly	×	×	√	20	1	1	30	1	2
	Attachment	Collar	√	√	×	100	1	1	100	1	1
Talys Highroad	Material 1	Feather	×	×	×	60	1	2	70	1	3
	Material 2	Animal Glue	×	×	×	50	1	2	60	1	3
	Material 3	Copper Chunk	×	×	×	50	1	2	60	1	2
	Rare	Talysian Cactus	×	×	√	20	1	1	30	1	2
	Attachment	Leather Belt	√	√	×	100	1	1	100	1	1
Rusalle Highroad	Material 1	Shattered Bone	×	×	×	50	1	2	60	1	3
	Material 2	Gelatin	×	×	×	50	1	2	60	1	2
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Light-Leaf Clover	×	×	√	20	1	1	30	1	2
	Attachment	Loincloth	√	√	×	100	1	1	100	1	1
Lakutam Highroad	Material 1	Animal Glue	×	×	×	50	1	2	60	1	3
	Material 2	Carrot	×	×	×	60	1	3	70	2	7
	Material 3	Nameless Seed	×	×	×	50	1	2	60	1	2
	Rare	Brutaur's Footprints	×	×	√	20	1	1	30	1	2
	Cat 1	Kittypants	√	×	√	30	1	1	40	1	1
	Attachment	Half-frame Glasses	√	√	×	100	1	1	100	1	1
Royal Hunting Grounds	Material 1	Potato	×	×	×	60	1	3	70	2	7
	Material 2	Tanned Leather	×	×	×	50	1	2	60	1	3
	Material 3	Glowfruit	×	×	×	40	1	2	50	1	2
	Material 4	Puricite	×	×	×	40	1	2	50	1	2
	Rare	Wyvern's Claw	×	×	√	20	1	1	30	1	2
	Attachment	Goofy Glasses	√	√	×	100	1	1	100	1	1
Mon Highlands	Material 1	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Material 2	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 3	Secret Seed	×	×	×	40	1	2	50	1	2
	Rare	Princessia	×	×	√	20	1	1	30	1	2
	Cat 1	Tom	√	×	√	30	1	1	40	1	1
	Attachment	Headband	√	√	×	100	1	1	100	1	1
Xailen Woods	Material 1	Finest Fur	×	×	×	40	1	2	50	1	2
	Material 2	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 3	Claricite	×	×	×	40	1	2	50	1	2
	Rare	Water Spirit's Tears	×	×	√	20	1	1	30	1	2
	Attachment	Spaz Glasses	√	√	×	100	1	1	100	1	1
Nala Lava Tubes	Material 1	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 2	Chipped Claw	×	×	×	50	1	2	60	1	2
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Fire Spirit's Rage	×	×	√	20	1	1	30	1	2
	Cat 1	Petunia	√	×	√	30	1	1	40	1	1
	Attachment	Black Bunny Ears	√	√	×	100	1	1	100	1	1
Kukhar Ice Caverns	Material 1	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 2	Finest Fur	×	×	×	40	1	2	50	1	2
	Material 3	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Rare	Snow Butterfly	×	×	√	20	1	1	30	1	2
	Attachment	White Bunny Ears	√	√	×	100	1	1	100	1	1
Sillea Tundra	Material 1	Sharp Fang	×	×	×	60	1	2	70	1	2
	Material 2	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Material 3	Puricite	×	×	×	40	1	2	50	1	2
	Rare	Snowcrystal	×	×	√	20	1	1	30	1	2
	Attachment	Aviators	√	√	×	100	1	1	100	1	1
Tulea Tundra	Material 1	Salmon	×	×	×	60	1	3	70	2	7
	Material 2	Secret Seed	×	×	×	40	1	2	50	1	2
	Material 3	Claricite	×	×	×	40	1	2	50	1	2
	Rare	Icefish	×	×	√	20	1	1	30	1	2
	Attachment	Shamisen	√	√	×	100	1	1	100	1	1
Barnauer Highroad	Material 1	Crude Stinger	×	×	×	50	1	2	60	1	2
	Material 2	Animal Glue	×	×	×	50	1	2	60	1	3
	Material 3	Copper Chunk	×	×	×	50	1	2	60	1	2
	Rare	Nightshine Plume	×	×	√	30	1	1	40	1	2
	Attachment	Sly Glasses	√	√	×	100	1	1	100	1	1
Arklund Quag	Material 1	Glowfruit	×	×	×	40	1	2	50	1	2
	Material 2	Cantarella	×	×	×	40	1	2	50	1	2
	Material 3	Puricite	×	×	×	40	1	2	50	1	2
	Rare	Golden Frog	×	×	√	20	1	1	30	1	2
	Cat 1	Deltrese	√	×	√	30	1	1	40	1	1
	Attachment	Black Dog Ears	√	√	×	100	1	1	100	1	1
Catamar Heights	Material 1	Chipped Claw	×	×	×	50	1	2	60	1	2
	Material 2	Insect Horn	×	×	×	50	1	2	60	1	2
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Old Pickaxe	×	×	√	20	1	1	30	1	2
	Attachment	Black Dog's Tail	√	√	×	100	1	1	100	1	1
Voltea Woods	Material 1	Beautiful Insect Wings	×	×	×	50	1	2	60	1	2
	Material 2	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 3	Lumicite	×	×	×	40	1	2	50	1	2
	Rare	Voltean Grasshopper	×	×	√	20	1	1	30	1	2
	Attachment	Glowing Antennae	√	√	×	100	1	1	100	1	1
Old Vicalle Mine	Material 1	Copper Chunk	×	×	×	50	1	2	60	1	2
	Material 2	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 3	Lumicite	×	×	×	40	1	2	50	1	2
	Rare	Lightshroom Spores	×	×	√	20	1	1	30	1	2
	Attachment	Black Dog's Muzzle	√	√	×	100	1	1	100	1	1

Playing the Poker Mini-Game

To access this mini-game, you must complete Event Quest 15—Poker Face. To play poker, head to Duval and enter the bar called "Film Noir". You have to buy chips from the bartender before you can play, and he will also exchange chips for prizes.

When you are ready to try your luck, speak to the Masked Dealer.



If you get at least two pair, you get a prize corresponding to the value of your hand, and will be given a chance to double up (to go double-or-nothing) in the following bonus round(s). If you want to increase your chips quickly, make hands of at least two pairs and continuously double up. A good strategy when choosing to double up is if you see a number less than 8 select HIGH, and select LOW for 9 or higher as described below.

How to Play Poker

- Make specific combinations by exchanging and arranging a hand of five cards. Winnings will be given in chips.
- A deck of 54 cards will be used (52 cards + 2 Jokers).
- Select card(s) to be exchanged from your hand.
- You can double up once you have a poker hand.
- Doubling up is when you guess whether the next card will be higher or lower than the last card dealt. Get it right, and you'll double your winnings!
- You can double up eight times in a row. If two cards of the same value are dealt, it is treated as a loss.
- The value of the cards when doubling up is the same as in poker.

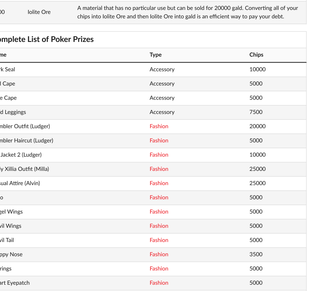
Rules

- A bet is any number between 10 and 100 chips.
- With one pair, it is declared a draw and chips are refunded.
- A joker can be used as a substitute for any card.

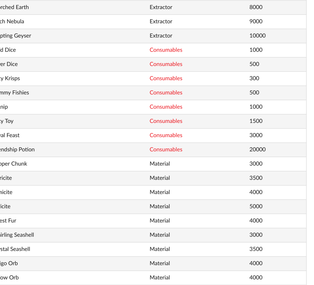
Poker Hands

Official Title	Description	Sample Cards	Rewards
Five of a Kind	Four cards of the same number and a joker	7 7 7 7 JOKER	100x
Royal Straight Flush	Cards 10, J, Q, K, A of the same suit	10 J Q K A	50x
Straight Flush	Five cards in sequential order of the same suit	6 7 8 9 10	20x
Four of a Kind	Four cards of the same number	3 3 3 3 5	10x
Full House	Three cards of the same number and a pair	5 5 5 7 7	8x
Flush	Five cards of the same suit	3 5 7 8 Q	7x
Straight	Five cards in sequential order	5 6 7 8 9	5x
Three of a Kind	Three cards of the same number	5 5 5 3 7	3x
Two Pair	Two pairs of cards of the same number	3 3 8 8 4	2x
One Pair	One pair of cards of the same number	5 5 6 9 4	1x

Poker Prizes



The chips you earn in this game can be redeemed for a number of precious items that will make your life much easier. If you have Gold Dice or Silver Dice items in your possession when you start a game of poker, the Use item option will appear and you'll be able to select which dice you wish to use. The Gold Dice make flushes occur more frequently, while Silver Dice make more jokers appear. You can use both dice together if you like. The effect lasts for four or five games, allowing you to earn a large amount of chips quickly.



To accumulate chips, use the Gold Dice item. If you win using this, it's possible to get 179200 chips at one go. To do so, buy chips with gold, redeem them for the Gold Dice item, then save your game before you sit down to play. The Gold Dice item will ensure you a flush four or five times in a row, so double up for eight straight wins. If you have extra chips left over and you want to cash out, buy Iolite Ore, which can be sold for 20000 gald.

Useful Items to Get

Required Chips	Item	Description
5000	Red Cape	Absorbs Fire, Earth, and Light damage, but you take double damage from Water, Wind, and Dark. It's extremely useful against foes who don't attack with those elements.
5000	Blue Cape	Absorbs Water, Wind, and Dark damage, but you take double damage from Fire, Earth, and Light. This gives you an option for when the Red Cape would be ineffective.
8000	Yin and Yang	An Extractor that extracts Light (4x) and Dark (4x).
8000	Scorched Earth	An Extractor that extracts Fire (3x), Earth (2x), and Dark (2x).
9000	Torch Nebula	An Extractor that extracts Fire (3x), Earth (4x), Light (1x), Dark (1x).
10000	Erupting Geyser	An Extractor that extracts Fire (2x), Water (3x), Wind (3x), and Earth (2x).
20000	Friendship Potion	An item that boosts your affinity with a character by 500 points. Useful for when you want to get a certain Skill Tome early.
5000	Iolite Ore	A material that has no particular use but can be sold for 20000 gald. Converting all of your chips into Iolite Ore and then Iolite Ore into gald is an efficient way to pay your debt.

Complete List of Poker Prizes

Name	Type	Chips
Dark Seal	Accessory	10000
Red Cape	Accessory	5000
Blue Cape	Accessory	5000
Gold Leggings	Accessory	7500
Gambler Outfit (Ludger)	Fashion	20000
Gambler Haircut (Ludger)	Fashion	5000
No Jacket 2 (Ludger)	Fashion	10000
Lady Xillia Outfit (Milla)	Fashion	25000
Casual Attire (Alvin)	Fashion	25000
Halo	Fashion	5000
Angel Wings	Fashion	5000
Devil Wings	Fashion	5000
Devil Tail	Fashion	5000
Drippy Nose	Fashion	3500
Earrings	Fashion	5000
Heart Eyepatch	Fashion	5000
Top Hat	Fashion	5000
Mini Top Hat	Fashion	5000
Sideburns	Fashion	3500
Ducktail	Fashion	3500
Yin and Yang	Extractor	8000
Scorched Earth	Extractor	8000
Torch Nebula	Extractor	9000
Erupting Geyser	Extractor	10000
Gold Dice	Consumables	1000
Silver Dice	Consumables	500
Kitty Krisps	Consumables	300
Gummy Fishies	Consumables	500
Catnip	Consumables	1000
Kitty Toy	Consumables	1500
Royal Feast	Consumables	3000
Friendship Potion	Consumables	20000
Copper Chunk	Material	3000
Claricite	Material	3500
Lumicite	Material	4000
Puricite	Material	5000
Finest Fur	Material	4000
Whirling Seashell	Material	3000
Crystal Seashell	Material	3500
Indigo Orb	Material	4000
Yellow Orb	Material	4000
Block of Quartz	Material	250
Ancient Fossilized Insect	Material	2000
Iolite Ore	Material	5000

Side Quests

Endings

SPOILER WARNING!

The following section contains plot spoilers.

Five Different Endings

For a game based on player choice, you can expect there are different types of endings. Some are very similar, but others have a very different turn of events. Note that these endings are merely alternatives at the end of the game. One is accessible before you finish the game and two others become possible after completing the Main Story.

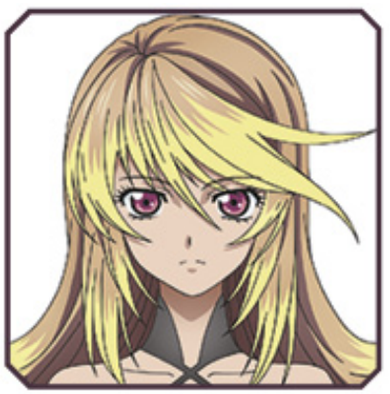
Julius Ending

In Chapter 15, Julius has left a note on the table that explains a lot of the story, and reading it will officially begin the chapter. When you confront him in Marksburg there is a very tough choice to make.

Note

The choices here are critical, and if you want to earn this ending you need to choose all of the R1 options.

Jude (2)	
Level	67–71
HP	34272–36108
Weak	
Strong	



Milla (2)	
Level	67–71
HP	32928–34692
Weak	
Strong	

Alvin	
Level	67–71
HP	50400–53100
Weak	
Strong	

Elize	
Level	67–71
HP	30912–32568
Weak	
Strong	

Rowen	
Level	67–71
HP	30240–31860
Weak	
Strong	

Leia	
Level	67–71
HP	33600–35400
Weak	
Strong	

Gaius	
Level	67–71
HP	49056–51684
Weak	
Strong	

Muzét	
Level	67–71
HP	35616–37524
Weak	
Strong	

Defeat Your Friends

If you refuse to do “the right thing”, Ludger must defeat all of his friends. When the battle starts you must face Jude, Milla, Rowen, and Leia. After each comrade has fallen, a new one will take his or her place in the following order: Alvin, Elize, Muzét, and Gaius.

Each of your (former) companions uses powerful artes, so if Ludger gets surrounded he could be wiped out in seconds. If his HP runs low, switch his accessory to a Reverse Doll (or Hallowed Doll) to revive him. Remember that even if you suffer an ailment that immobilizes Ludger or he ends up getting juggled and can't use items, you can still open the menu to equip a Reverse Doll.

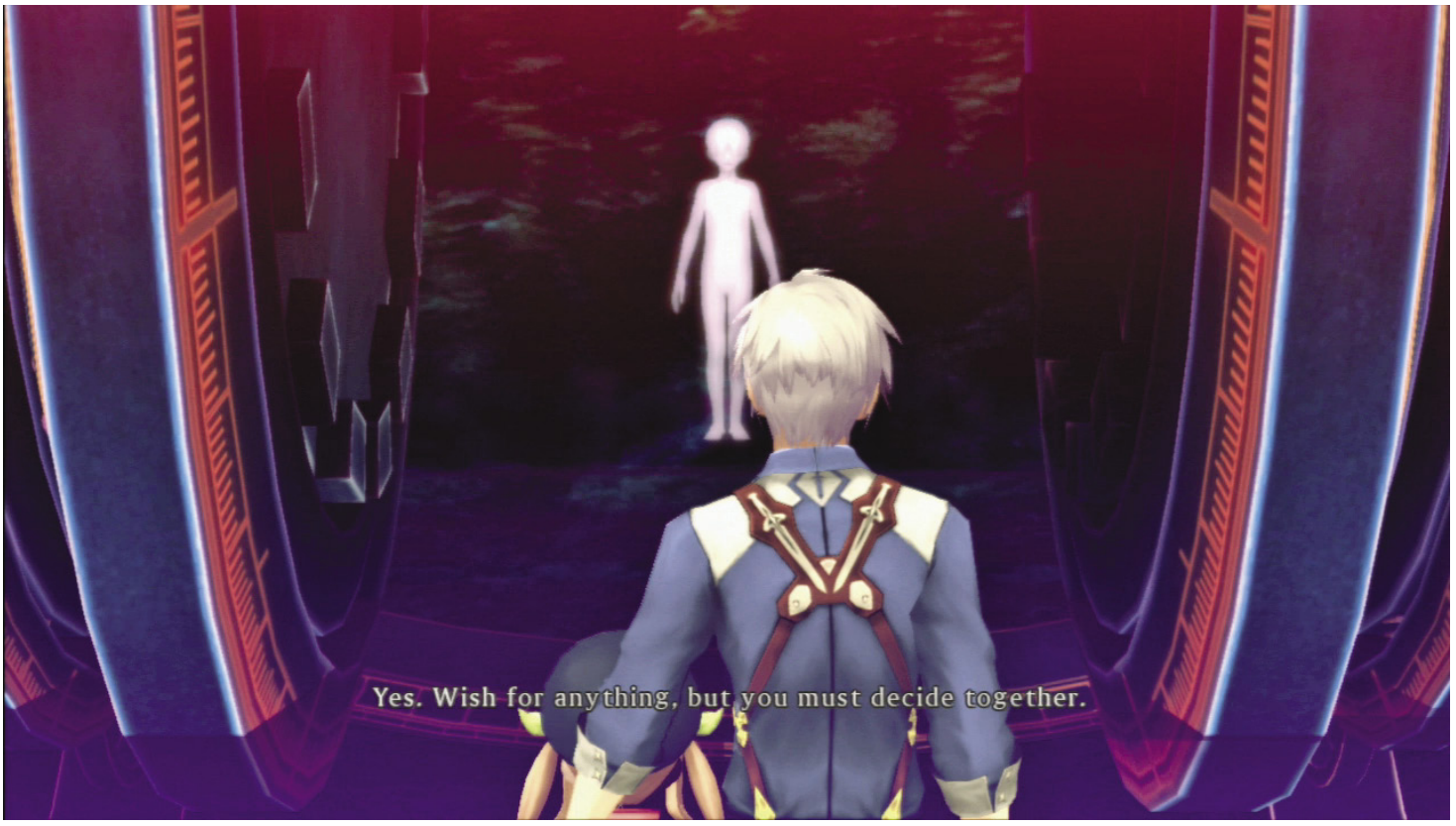
If you attack recklessly, another companion will rush in to dish out a painful counterattack, so you want to focus on using free run and quick-steps to evade all incoming attacks and only attack when you are not surrounded or when you are transformed. Many of your former teammates have artes with wide areas of effect, so make sure to dash clear to avoid getting caught.

Transform as soon as you fill a single bar of your chromatus gauge. Your foes will swarm you, so mainly use the wide-area Hexentia and Apocalyptica attacks. Using your transformation state is the only way to win this four-on-one battle.

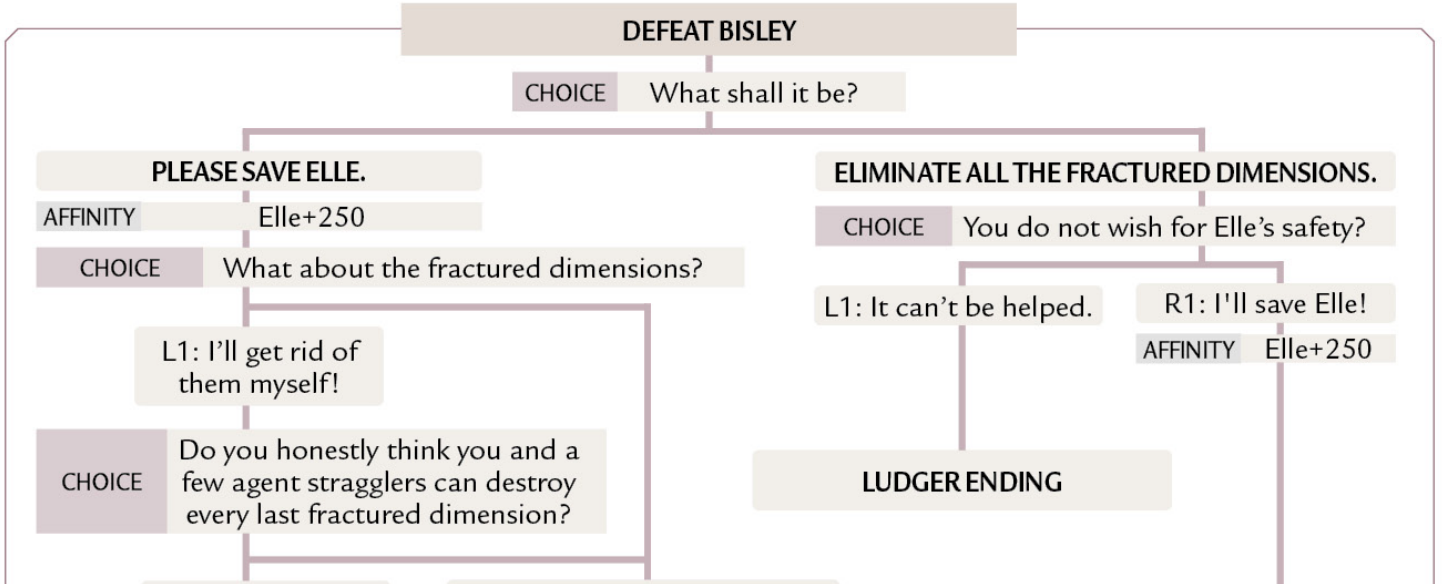
Survival Tips

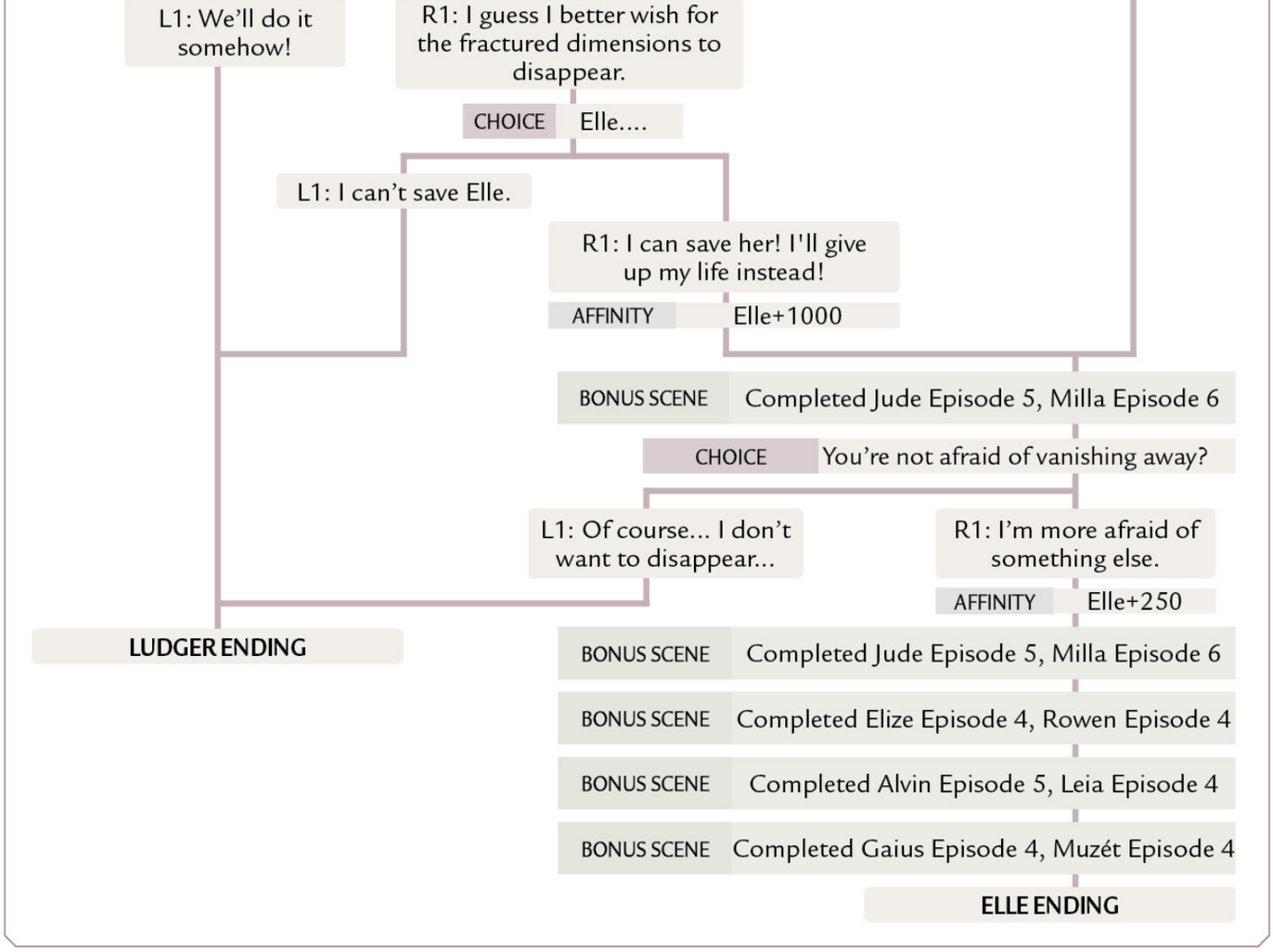
- Save up two chromatus bars before the battle begins so you can transform immediately.
- Activate the HP Surge and HP Surge 2 skills so all your health will be refilled when you're revived from a KO.
- Activate the Dash skill so you can flee with free run more effectively.

Save the World or Elle



At the end of the game, a choice must be made for how to use Origin's wish. There are two different paths to take and each can earn affinity. Also, one path leads to numerous Bonus Scenes (if you've completed the required Character Episodes). Below is a flowchart to help you make your decision. In short, choose all L1 options to get the Ludger ending or choose all R1 options for the Elle ending.





Debt Repayment Ending

Even though Ludger ends up as the Vice President of Spirius Corp., he still has that burdensome debt to repay. There are numerous prizes for repaying your debt, and if you can get it down to the last 100 gald you will earn this ending. This isn't a game-clearing ending and it will be a tough task to pay back 20,000,000 gald. However, the rewards cinematics are probably worth it. Make sure to keep watching after the credits.

Coliseum Hero Ending

To see the Hero Ending, you first have to satisfy two conditions. The first is clearing the post-ending hidden dungeon, Illusionary Darkness—that means defeating the shadows of Cress and Stahn after defeating the eighteen previous bosses. The second condition is completing Event Quests 30 and 31. If you've met both conditions, fight your way to the final battle of the Expert Rank in Party Mode, where Cress, Mint, Stahn, and Rutee will challenge you. After you beat them, agree to the help they offer, and you can see the Hero Ending, in which they defeat Bisley and Chronos, and even rescue Elle. It won't be easy, though, as the battle with Cress's party is perhaps the game's greatest challenge. This ending has the same credits as the Debt Repayment ending.

Data
Shop Data

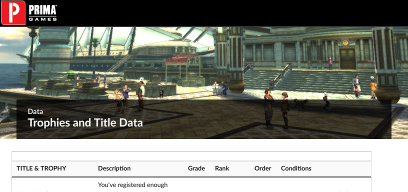
Legend and Notes

- O - For sale from the first time you visit.
- 1 - For sale from the start of the designated Chapter. 4/5 refers to Monster in the Alleyway, Chapter 8 refers to A Song Echoes Through the Falls, and Chapter 9 refers to Gaius' Test.
- 1 - For sale during the designated main chapter.
- 1 - For sale at the end of the designated main chapter.
- 02 For sale after clearing the Event Quest.
- C - For sale after clearing the Expert Rank of the Coliseum's Tag Mode.

Note

*: Nia Khera Spiritway (Fractured), Royal Hunting Grounds, Arklund Quag, Arklund Quag (Fractured), Kukhar Ice Caverns, Nala Lava Tubes, Mon Highlands (Fractured), Bermia Gorge (Fractured), Tatalian Abyss (Fractured); **: Duval (Fractured), Sapstrath Seahaven (Fractured)

Name	Trigleph	Duval	Marksburg	Aladhi Seahaven	Hamil	Kijara Seafalls	Nia Khera	Nia Khera Spiritway*	Trigleph (Fractured)	Oscore (Fractured)	Nia Spi (Fra oth
Consumables											
Apple Gel	O	O	O	O	O	O	O	O	O	O	O
Lemon Gel	11	—	11	—	—	—	—	8/9	8/9	—	12
Orange Gel	O	O	O	O	O	O	O	O	O	O	O
Pineapple Gel	11	—	11	—	—	—	—	8/9	8/9	—	12
Melange Gel	11	—	11	—	—	—	—	8/9	8/9	—	12
Treat	—	—	—	—	—	—	—	—	—	—	—
Specific	—	—	—	—	—	—	—	—	—	—	—
Life Bottle	O	O	O	O	O	O	O	O	O	O	O
Panacea Bottle	O	O	O	O	O	O	O	O	O	O	O
Syrup Bottle	O	O	O	O	O	O	O	O	O	O	O
Holy Bottle	O	O	O	O	O	O	O	O	O	O	O
Dark Bottle	O	O	O	O	O	O	O	O	O	O	O
Sage	—	—	—	—	—	—	—	—	—	—	—
Savory	—	—	—	—	—	—	—	—	—	—	—
Lavender	—	—	—	—	—	—	—	—	—	—	—
Verbena	—	—	—	—	—	—	—	—	—	—	—
Chamomile	—	—	—	—	—	—	—	—	—	—	—
Basil	—	—	—	—	—	—	—	—	—	—	—
Saffron	—	—	—	—	—	—	—	—	—	—	—
Jasmine	—	—	—	—	—	—	—	—	—	—	—
Blue Sage	—	—	—	—	—	—	—	—	—	—	—
Blue Savory	—	—	—	—	—	—	—	—	—	—	—
Blue Lavender	—	—	—	—	—	—	—	—	—	—	—
Blue Verbena	—	—	—	—	—	—	—	—	—	—	—
Blue Chamomile	—	—	—	—	—	—	—	—	—	—	—
Blue Basil	—	—	—	—	—	—	—	—	—	—	—
Blue Saffron	—	—	—	—	—	—	—	—	—	—	—
Blue Jasmine	—	—	—	—	—	—	—	—	—	—	—
Dishes											
Sandwich (Small)	O	O	O	O	O	O	O	O	O	O	O
Sandwich (Medium)	O	O	O	O	O	O	O	O	O	O	O
French Toast (Small)	11	—	11	—	—	O	O	O	O	O	O
French Toast (Medium)	11	—	11	—	—	O	O	O	O	O	O
Croquette Bun (Small)	—	—	—	—	—	—	—	—	—	—	—
Croquette Bun (Medium)	—	—	—	—	—	—	—	—	—	—	—
Pudding Cake (Small)	O	O	O	O	O	O	O	O	O	O	O
Pudding Cake (Medium)	O	O	O	O	O	O	O	O	O	O	O
Chocolate Parfait (Small)	11	—	11	—	—	O	O	O	O	O	O
Chocolate Parfait (Medium)	11	—	11	—	—	O	O	O	O	O	O
Peach Pie (Small)	—	—	—	—	—	—	—	—	—	—	—
Peach Pie (Medium)	—	—	—	—	—	—	—	—	—	—	—
Tofu Cracker (Small)	11	—	11	—	—	O	—	O	O	—	O
Tofu Cracker (Medium)	11	—	11	—	—	O	—	O	O	—	O
Fruit 'n' Cheese (Small)	11	—	11	—	—	—	—	8/9	8/9	—	12
Fruit 'n' Cheese (Medium)	11	—	11	—	—	—	—	*4	8/9	—	12
Croquette Parfait (Small)	—	—	—	—	—	—	—	—	—	—	—
Croquette Parfait (Medium)	—	—	—	—	—	—	—	—	—	—	—
Meat Sauce Pasta (Small)	O	O	O	O	O	O	O	O	O	O	O
Meat Sauce Pasta (Medium)	O	O	O	O	O	O	O	O	O	O	O
Soba Omelette (Small)	11	—	11	—	—	O	O	O	O	O	O
Soba Omelette (Medium)	11	—	11	—	—	O	O	O	O	O	O
Takoyaki Ramen (Small)	—	—	—	—	—	—	—	—	—	—	—
Takoyaki Ramen (Medium)	—	—	—	—	—	—	—	—	—	—	—
Yakisoba Noodles (Small)	O	O	O	O	O	O	O	O	O	O	O
Yakisoba Noodles (Medium)	O	O	O	O	O	O	O	O	O	O	O
Veggie Sticks (Small)	11	—	11	—	—	O	O	O	O	O	O
Veggie Sticks (Medium)	11	—	11	—	—	O	O	O	O	O	O
Seaweed Salad (Small)	—	—	—	—	—	—	—	—	—	—	—
Seaweed Salad (Medium)	—	—	—	—	—	—	—	—	—	—	—
Potato Salad (Small)	O	O	O	O	O	O	O	O	O	O	O
Potato Salad (Medium)	O	O	O	O	O	O	O	O	O	O	O
Fruit Salad (Small)	11	—	11	—	—	O	O	O	O	O	O
Fruit Salad (Medium)	11	—	11	—	—	O	O	O	O	O	O
Fruit Yakisoba (Small)	11	—	11	—	—	—	—	8/9	8/9	—	12
Fruit Yakisoba (Medium)	11	—	11	—	—	—	—	8/9	8/9	—	12
Soda Rice (Small)	—	—	—	—	—	—	—	—	—	—	—
Soda Rice (Medium)	—	—	—	—	—	—	—	—	—	—	—
Beef Bowl (Small)	—	—	—	—	—	—	—	—	—	—	—
Beef Bowl (Medium)	—	—	—	—	—	—	—	—	—	—	—
Spicy Chicken Roll (Small)	—	—	—	—	—	—	—	—	—	—	—
Spicy Chicken Roll (Medium)	—	—	—	—	—	—	—	—	—	—	—
Mabo Curry (Small)	O	—	O	O	O	O	O	O	O	O	O
Mabo Curry (Medium)	O	—	O	O	O	O	O	O	O	O	O
Tofu Miso Soup (Small)	—	—	—	—	—	—	—	—	—	—	—
Tofu Miso Soup (Medium)	—	—	—	—	—	—	—	—	—	—	—
Seafood Stew (Small)	—	—	—	—	—	—	—	—	—	—	—
Seafood Stew (Medium)	—	—	—	—	—	—	—	—	—	—	—
Orange Soup (Small)	—	—	—	—	—	—	—	—	—	—	—
Orange Soup (Medium)	—	—	—	—	—	—	—	—	—	—	—
Pot au Feu (Small)	—	—	—	—	—	—	—	—	—	—	—
Pot au Feu (Medium)	—	—	—	—	—	—	—	—	—	—	—
Creamy Beef Bowl (Small)	—	—	—	—	—	—	—	—	—	—	—
Creamy Beef Bowl (Medium)	—	—	—	—	—	—	—	—	—	—	—
Tomato Omelette (Small)	O	O	O	O	O	O	O	O	O	O	O
Tomato Omelette (Medium)	O	O	O	O	O	O	O	O	O	O	O
Minestrone (Small)	02	02	02	02	02	02	02	02	02	02	02
Minestrone (Medium)	02	02	02	02	02	02	02	02	02	02	02
Tomato a la Mode (Small)	—	—	—	—	—	—	—	—	—	—	—
Tomato a la Mode (Medium)	—	—	—	—	—	—	—	—	—	—	—
Weapons											
Twin Swords	2	O	O	O	O	O	O	—	O	O	O
Ol' Ironsteels	—	—	—	—	O	O	O	—	O	O	O
Weighted Warblades	—	—	—	—	—	—	—	—	*3	—	12
Runebrands	—	—	11	—	—	—	—	—	8/9	—	12
Southern Crosses	13	—	11	—	—	—	—	—	11	—	12
Gemini Sisters	13	—	15	—	—	—	—	—	12	—	12
Helios Knives	—	—	—	—	—	—	—	—	—	—	—
Atropos, Fate-Slayer	—	—	—	—	—	—	—	—	—	—	—
Iron Smasher	—	—	11	—	O	O	O	—	O	O	O
Runesmasher	13	—	11	—	—	—	—	—	8/9	—	12
Silver Maul	13	—	15	—	—	—	—	—	12	—	12
Skullcrash	15	—	15	—	—	—	—	—	15	—	15
Clotho, Fate-Breaker	—	—	—	—	—	—	—	—	—	—	—
Handcannons	—	—	—	—	O	O	O	—	O	O	O
Wolf Storms	—	—	11	—	—	—	—	—	*3	—	12
Spitfires	13	—	11	—	—	—	—	—	8/9	—	12
Fiend Hunters	13	—	15	—	—	—	—	—	12	—	12
Lachesis, Fate-Dealer	—	—	—	—	—	—	—	—	—	—	—
Iron Gauntlets	2	O	O	O	—	O	—	—	O	—	O
Steel Gauntlets	2	O	O	O	—	O	O	—	O	—	O
Fist Guard	2	—	O	O	O	O	O	—	O	O	O
Striker	—	—	—	—	O	—	—	—	7	—	O
Silver Gauntlets	—	—	—	—	—	—	—	—	*3	—	12
Grand Gauntlets	—	—	11	—	—	—	—	—	11	—	12
Insect Maw	—	—	11	—	—	—	—	—	12	—	12
Gigas Gauntlets	13	—	15	—	—	—	—	—	14	—	14
Rune Gauntlets	13	—	15	—	—	—	—	—	15	—	15
Rare Gauntlets	—	—	—	—	—	—	—	—	15	—	15
Tyrant Fist	—	—	—	—	—	—	—	—	15	—	15
Garm's Fang	—	—	—	—	—	—	—	—	—	—	—
Imperial Gauntlets	—	—	—	—	—	—	—	—	—	—	—
Rapier	—	—	—	—	—	—	—	—	*3	—	O
Khukuri	—	—	—	—	—	—	—	—	*3	—	12
Scimitar	—	—	11	—	—	—	—	—	8/9	—	12
Balanced Blade	—	—	11	—	—	—	—	—	11	—	12
Solid Edge	13	—	15	—	—	—	—	—	12	—	12
Corrugated Blade	13	—	15	—	—	—	—	—	14	—	14
Porous Blade	—	—	—	—	—	—	—	—	15	—	15
Rune Blade	—	—	—	—	—	—	—	—	15	—	15
Royal Rose	—	—	—	—	—	—	—	—	—	—	—
Eidolon, the Immortal	—	—	—	—	—	—	—	—	—	—	—
Broadsword	—	—	—	O	O	O	O	—	O	O	O
Lazy Iron	—	—	—	—	O	O	O	—	O	O	O
Bastard Sword	—	—	—	—	—	—	—	—	*3	—	O
Wrecking Blade	—	—	—	—	—	—	—	—	*3	—	12
Geocrusher	—	—	11	—	—	—	—	—	8/9	—	12
Heavy Anchor	13	—	11	—	—	—	—	—	11	—	12
The Shredder	13	—	15	—	—	—	—	—	12	—	12
Brute Masher	15	—	15	—	—	—	—	—	15	—	15
Radiator	—	—	—	—	—	—	—	—	15	—	15
Ogre Sword	—	—	—	—	—	—	—	—	15	—	15
Dyno Smasher	—	—	—	—	—	—	—	—	—	—	—
Adahalma, the Condemned	—	—	—	—	—	—	—	—	—	—	—
Wand	—	—	—	O	O	O	O	—	O	O	O
Mace	—	—	—	—	O	O	O	—	O	O	O
Court Staff	—	—	11	—	—	—	—	—	*3	—	12
Precious Wand	—	—	11	—	—	—	—	—	8/9	—	12
Grand Scepter	13	—	11	—	—	—	—	—	11	—	12
Compass Rod	13	—	15	—	—	—	—	—	12	—	12
Stinger	15	—	15	—	—	—	—	—	15	—	15
Wisteria	—	—	—	—	—	—	—	—	15	—	15
Lindworm Staff	—	—	—	—	—	—	—	—	15	—	15
Guivre Rod	—	—	—	—	—	—	—	—	—	—	—
Blue Crystal Rod	—	—	—	—	—	—	—	—	—	—	—
Estoc	—	—	—	O	O	O	O	—	O	O	O
Leonidas	—	—	—	—	O	O	O	—	O	O	O
Epee	—	—	—	—	—	—	—	—	7	—	O
Jutte	—	—	11	—	—	—	—	—	*3	—	12
Abeille	—	—	11	—	—	—	—	—	11	—	12
Sworn Rapier	13	—	—	—	—	—	—	—	12	—	12
Arachnophobia	13	—	15	—	—	—	—	—	14	—	14
Hero Sword	15	—	15	—	—	—	—	—	15	—	15
Steward's Sword	—	—	—	—	—	—	—	—	15	—	15
Royal Rapier	—	—	—	—	—	—	—	—	15	—	15
Snowflake	—	—	—	—	—	—	—	—	—	—	—
Soaring Eagle, the Patriot	—	—	—	—	—	—	—	—	—	—	—
Quarterstaff	—	—	—	O	O	O	O	—	O	O	O
Silver Rod	—	—	—	—	O	O	O	—	O	O	O
Jingu Bang	—	—	—	—	—	—	—	—	7	—	O
Bison Bat	—	—	11	—	—	—	—	—	*3	—	O
Feather Float	—	—	11	—	—	—	—	—	*3	—	12
Rune Staff	13	—	11	—	—	—	—	—	11	—	12
Mythril Rod	13	—	15	—	—	—	—	—	14	—	14
Mile High	—	—	—	—	—	—	—	—	15	—	15
Fossil Rod	—	—	—	—	—	—	—	—	—	—	—
Shiranami	—	—	—	—	—	—	—	—	9	—	12
Takezo	—	—	11	—	—	—	—	—	8/9	—	12
Dotanuki	—	—	11	—	—	—	—	—	11	—	12
Kuroshima	13	—	11	—	—	—	—	—	11	—	12
Shirajima	13	—	15	—	—	—	—	—	12	—	12
Yasutsuna	—	—	—	—	—	—	—	—	—	—	—
Kurikara	—	—	—	—	—	—	—	—	—	—	—
Violet Pin	—	—	—	—	—	—	—	—	8	—	12
Wildflower Pin	—	—	11	—	—	—	—	—	8/9	—	12
First Love	—	—	11	—	—	—	—	—	11	—	12
Fortune Pin	13	—	11	—	—	—	—	—	11	—	12
Lingering Affection	13	—	15	—	—	—	—	—	14	—	14
Demon Ward	—	—	—	—	—	—	—	—	15	—	15
Butterfly Token	—	—	—	—	—	—	—	—	—	—	—
Peace Pinion	—	—	—	—	—	—	—	—	—	—	—
Head Gear											
Leather Helm	2	O	O	O	—	O	—	—	O	—	O
Iron Helm	2	O	O	O	—	O	O	—	O	—	O
Bronze Helm	—	—	—	—	—	O	O	—	O	O	O
Armet Helm	—	—	—	—	—	—	—	—	O	O	O
Silver Helm	—	—	11	—	—	—	—	—	*3	—	12
Duel Helm	—	—	11	—	—	—	—	—	8/9	—	12
Gothic Helm	13	—	11	—	—	—	—	—	11	—	12
Mythril Helm	13	—	—	—	—	—	—	—	12	—	12
Sacred Helm	—	—	15	—	—	—	—	—	15	—	15
General Helm	—	—	—	—	—	—	—	—	—	—	—
Rare Helm	—	—	—	—	—	—	—	—	—	—	—
Glorious Helm	—	—	—	—	—	—	—	—	—	—	—
Lightning Helm	—	—	—	—	—	—	—	—	—	—	—
Knit Cap	2	O	O	O	—	O	—	—	O	—	O
Round Straw Hat	2	O	O	O	—	O	O	—	O	—	O
Fine Hat	—	—	—	—	—	O	O	—	O	O	O
Silver Hat	—	—	—	—	—	—	—	—	O	O	O
Hunting Beret	—	—	11	—	—	—	—	—	*3	—	12
Cowboy Hat	13	—	11	—	—	—	—	—	8/9	—	12
Exile Hat	13	—	—	—	—	—	—	—	12	—	12
Happy Hat	—	—	15	—	—	—	—	—	15	—	15
Red Beret	—	—	—	—	—	—	—	—	—	—	—
Wizard's Hat	—	—	—	—	—	—	—	—	—	—	—
Divine Miter	—	—	—	—	—	—	—	—	—	—	—
Tactician's Hat	—	—	—	—	—	—	—	—	—	—	—
Iron Circlet	—	—	4/5	O	—	O	—	—	O	—	O
Bronze Circlet	—	—	4/5	O	—	O	O	—	O	—	O
Headdress	—	—	—	—	—	O	O	—	O	O	O
Silver Circlet	—	—	—	—	—	—	—	—	O	O	O
Cat Hairband	—	—	11	—	—	—	—	—	*3	—	12
Turtle Crest	—	—	11	—	—	—	—	—	8/9	—	12
Mythril Circlet	13	—	11	—	—	—	—	—	11	—	12
Gold Circlet	13	—	—	—	—	—	—	—	12	—	12
Platinum Circlet	—	—	15	—	—	—	—	—	15	—	15
Rare Circlet	—	—	—	—	—	—	—	—	—	—	—
Sun Circlet	—	—	—	—	—	—	—	—	—	—	—
Unusual Crest	—	—	—	—	—	—	—	—	—	—	—
Shining Veil	—	—	—	—	—	—	—	—	—	—	—
Innocent Crest	—	—	—	—	—	—	—	—	—	—	—
Ribbon	—	—	4/5	O	—	O	—	—	O	—	O
Pretty Ribbon	—	—	4/5	O	—	O	O	—	O	—	O
Plaid Ribbon	—	—	—	—	—	O	O	—	O	O	O
Fancy Ribbon	—	—	—	—	—	—	—	—	O	O	O
Striped Ribbon	—	—	11	—	—	—	—	—	*3	—	12
Magical Ribbon	—	—	11	—	—	—	—	—	8/9	—	12
Gothic Ribbon	13	—	11	—	—	—	—	—	11	—	12
Versatile Ribbon	13	—	—	—	—	—	—	—	12	—	12
Weird Ribbon	—	—	15	—	—	—	—	—	15	—	15
Ancient Ribbon	—	—	—	—	—	—	—	—	—	—	—
Moon Ribbon	—	—	—	—	—	—	—	—	—	—	—
Princess Ribbon	—	—	—	—	—	—	—	—	—	—	—
Rose Ribbon	—	—	—	—	—	—	—	—	—	—	—
Armor											
Leather Guard	2	O	O	O	—	O	—	—	O	—	O
Lamellar Guard	2	O	O	O	—	O	O	—	O	—	O
Half Guard	—	—	—	—	—	O	O	—	O	O	O
Iron Guard	—	—	—	—	—	—	—	—	O	O	O
Chain Guard	—	—	—	—	—	—	—	—	*3	—	12
Battle Guard	—	—	11	—	—	—	—	—	8/9	—	12
Silver Guard	—	—	11	—	—	—	—	—	11	—	12
Gothic Guard	13	—	11	—	—	—	—	—	11	—	12
Mythril Guard	13	—	—	—	—	—	—	—	12	—	12
Platinum Guard	—	—	15	—	—	—	—	—	15	—	15
Rare Protector	—	—	—	—	—	—	—	—	—	—	—
Moon Guard	—	—	—	—	—	—	—	—	—	—	—
Lightning Guard	—	—	—	—	—	—	—	—	—	—	—
Innocent Guard	—	—	—	—	—	—	—	—	—	—	—
Trenchcoat	2	O	O	O	—	O	—	—	O	—	O
Leather Coat	2	O	O	O	—	O	O	—	O	—	O
Hard Coat	—	—	—	—	—	O	O	—	O	O	O
Long Coat	—	—	—	—	—	—	—	—	O	O	O
Silver Coat	—	—	11	—	—	—	—	—	*3	—	12
Gothic Cardigan	13	—	11	—	—	—	—	—	8/9	—	12
Mythril Coat	13	—	11	—	—	—	—	—	11	—	12
Holy Coat	—	—	15	—	—	—	—	—	15	—	15
Rare Coat	—	—	—	—	—	—	—	—	—	—	—
Coat of Secrets	—	—	—	—	—	—	—	—	—	—	—
Shining Coat	—	—	—	—	—	—	—	—	—	—	—
Tactician's Coat	—	—	—	—	—	—	—	—	—	—	—
Hard Mail	4/5	4/5	4/5	O	—	O	—	—	O	—	O
Lamellar Leather	4/5	4/5	4/5	O	—	O	O	—	O	—	O
Iron Mail	—	—	—	—	—	O	O	—	O	O	O
Chain Mail	—	—	—	—	—	—	—	—	O	O	O
Splint Mail	—	—	11	—	—	—	—	—	*3	—	12
Silver Mail	—	—	11	—	—	—	—	—	8/9	—	12
Gothic Plate	13	—	11	—	—	—	—	—	11	—	12
Mythril Plate	13	—	—	—	—	—	—	—	12	—	12
Dragon Mail	—	—	15	—	—	—	—	—	15	—	15
Rare Plate	—	—	—	—	—	—	—	—	—	—	—
Mumbane	—	—	—	—	—	—	—	—	—	—	—
Megingjors	—	—	—	—	—	—	—	—	—	—	—
Silk Cloak	5	—	5	O	—	O	O	—	O	—	O
Cocktail Dress	—	—	—	—	—	O	O	—	O	O	O
Silver Cloak	—	—	—	—	—	—	—	—	O	O	O
Middy Blouse	—	—	11	—	—	—	—	—	*3	—	12
Gothic Dress	—	—	11	—	—	—	—	—	8/9	—	12
Mythril Cloak	13	—	11	—	—	—	—	—	11	—	12
Platinum Cloak	13	—	—	—	—	—	—	—	12	—	12
Mystic Cloak	—	—	15	—	—	—	—	—	15	—	15
Rare Cloak	—	—	—	—	—	—	—	—	—	—	—
Rose Dress	—	—	—	—	—	—	—	—	—	—	—
Empress's Dress	—	—	—	—	—	—	—	—	—	—	—
Accessories											
Flame Ward	13	—	11	—	—	—	16	—	8/9	—	12
Tech Ward	13	—	11	—	—	—	16	—	8/9	—	12
Shock Ward	13	—	11	—	—	—	16	—	8/9	—	12
Stone Ward	13	—	11	—	—	—	16	—	8/9	—	12
Muddle Ward	13	—	11	—	—	—	16	—	8/9	—	12
Poison Ward	13	—	11	—	—	—	16	—	8/9	—	12
Blood Ward	13	—	11	—	—	—	16	—	8/9	—	12
Frailty Ward	13	—	11	—	—	—	16	—	8/9	—	12
Disease Ward	13	—	11	—	—	—	16	—	8/9	—	12
Stun Bracelet	2	O	O	O	—	—	O	—	O	O	O
Knight Crest	13	—	11	—	—	—	16	—	8/9	—	12
Warrior Emblem	13	—	11	—	—	—	16	—	8/9	—	12
Magic Emblem	13	—	11	—	—	—	16	—	8/9	—	12
Guardian Emblem	13	—	11	—	—	—	16	—	8/9	—	12
Resistance Emblem	13	—	11	—	—	—	16	—	8/9	—	12
Holy Symbol	13	—	11	—	—	—	O	—	O	O	O
Spirit Symbol	13	—	11	—	—	—	O	—	O	O	O
Might Ring	13	—	11	—	—	—	O	—	O	O	O
Stamina Ring	13	—	11	—	—	—	O	—	O	O	O
Quick Ring	13	—	11	—	—	—	O	—	O	O	O
Finesse Ring	13	—	11	—	—	—	O	—	O	O	O
Wisdom Ring	13	—	11	—	—	—	O	—	O	O	O
Mind Ring	13	—	11	—	—	—	O	—	O	O	O
Garnet	13	—	11	—	—	—	16	—	*3	—	12
Aquamarine	13	—	11	—	—	—	16	—	*3	—	12
Opal	13	—	11	—	—	—	16	—	*3	—	12
Ruby	13	—	11	—	—	—	16	—	*3	—	12
Diamond	13	—	11	—	—	—	16	—	*3	—	12
Amethyst	13	—	11	—	—	—	16	—	*3	—	12
Black Onyx	13	—	11	—	—	—	16	—	10	—	10
Moonstone	13	—	11	—	—	—	16	—	10	—	12
Reverse Doll	13	—	11	—	—	—	O	—	O	O	O
Cape	2	O	O	O	—	—	O	—	O	O	O
Leather Cape	13	—	O	O	—	O	O	—	O	O	O
Thief's Cape	13	—	15	—	—	—	16	—	12	—	12
Paladin's Cape	—	—	—	—	—	—	16	—	—	—	—
Boots	2	O	O	O	—	—	O	—	O	O	O
Leather Boots	13	—	O	O	—	O	O	—	O	O	O
Fine Boots	13	—	11	—	—	—	16	—	*3	—	12
Iron Leggings	13	—	11	—	—	—	16	—	10	—	12
Silver Leggings	13	—	15	—	—	—	16	—	12	—	12
Gold Leggings	—	—	—	—	—	—	16	—	—	—	—



Data

Trophies and Title Data

TITLE & TROPHY	Description	Grade	Rank	Order	Conditions
Enemy Seeker	You've registered enough monsters in your list that you can officially call it a list!	10			Enemy species recorded.
Enemy Disciple	You've registered enough monsters in your list that it's now more like a dictionary!	30			Enemy species recorded.
Enemy Sage	You've registered enough monsters in your list that it's now more like an encyclopedia!	50	BRONZE	1	Enemy species recorded.
Item Grabber	You've managed to collect a slightly above average array of items!	10			Item recorded.
Item Collector	The number of items you've collected is larger than a rich man's grocery list before he throws a huge shindig!	30			Item recorded.
Item Fanatic	You've proven that, if it exists, you WILL find it and add it to your collection!	50	BRONZE	2	Item recorded.
Occasional Skit Viewer	You've held quite a few conversations with the citizenry!	50			Long skit played.
Obsessive Skit Viewer	If they have something to say, you've heard them say it. What a social butterfly!	100			Long skit played.
Rieze Maxian Treasure Hunter	You found some treasure boxes lying around Rieze Maxia...	10			Treasure chest found in Rieze Maxia.
Elympion Treasure Hunter	You found some treasure boxes lying around Elympios...	10			Treasure chest found in Elympios
Treasure Hoarder	There's a higher concentration of treasure in your bags than there is in the world around you. To heck with osmosis!	50			Treasure chest found in Rieze Maxia and Elympios.
Loot Liker	The first step in a long career of gathering random treasure!	10			Random treasure sites checked.
Loot Liege	You've found a lot of random treasure, but you've still a lot more to go!	30			Random treasure sites checked.
Loot Lord	How can one person possibly have found so much treasure?!	50			Random treasure sites checked.
Foodie	You've produced enough food to feed a small army! A VERY small army...	10			Dish effect used.
Wonder Chef	You've produced enough food to cure hunger worldwide! For a couple hours, at least.	30			Dish effect used.
Master Chef	You're a cooking machine! No stomach shall ever be empty again!	50			Dish effect used.
Elite Hunter	You clearly have some pluck when it comes to fighting Elite Monsters...	10			Defeated Elite Monster.
Elite Slayer	You are a veteran slayer of elite monsters. I bet your den is just littered in trophies!	30			Defeated Elite Monster.
Elite Annihilator	You're the greatest hunter alive!	50	BRONZE	8	Defeated Elite Monster.
Kitty Dispatcher	Awarded to anyone who starts using their network of kitties!	10			Used kitty dispatch.
Cat-tastic!	You found 100 kitties!	30			Caught all 100 kitties.
The Cat's Meow	You completed the item list for every area! You've gotta be kitting me!	50	BRONZE	9	Completed item available for all locations in kitty dispatch.
Poker Face	You know how to make even a bad hand work to your advantage... Well played!	50			Poker chips won.
Maverick	You're so lucky (and possibly addicted...) that I bet you'd even gamble with your life!	100	SILVER	48	Poker chips won.
Wooden Token	Proof of your rank as an agent. You're still a baby bird...	5			Agent point has reached certain value.
Wooden Badge	Proof of your rank as an agent. Still a baby bird, but with a cute beak!	10			Agent point has reached certain value.
Wooden Seal	Proof of your rank as an agent. Baby bird, but squawks like it's people!	15			Agent point has reached certain value.
Wooden Medal	Proof of your rank as an agent. Your feathers are starting to come in nicely!	20			Agent point has reached certain value.
Bronze Token	Proof of your rank as an agent. Just a flightless fledgling...	25			Agent point has reached certain value.
Bronze Badge	Proof of your rank as an agent. You can hop and flap, but it's hardly flight!	30			Agent point has reached certain value.
Bronze Seal	Proof of your rank as an agent. Hey! The baby chick got about 15 seconds of hang time! Nice work!	35			Agent point has reached certain value.
Bronze Medal	Proof of your rank as an agent. The baby chick can fly all by itself!	40			Agent point has reached certain value.
Silver Token	Proof of your rank as an agent. Starting to leave the nest, are ya?	45			Agent point has reached certain value.
Silver Badge	Proof of your rank as an agent. Look at you, flying around all free!	50			Agent point has reached certain value.
Silver Seal	Proof of your rank as an agent. Beginning to strut around like the cock of the walk, huh?	55			Agent point has reached certain value.
Silver Medal	Proof of your rank as an agent. You're beginning to plot migration routes like a grown-up birdie now!	60			Agent point has reached certain value.
Gold Token	Proof of your rank as an agent. Such beautiful plumage!	65			Agent point has reached certain value.
Gold Badge	Proof of your rank as an agent. A majestic specimen indeed!	70			Agent point has reached certain value.
Gold Seal	Proof of your rank as an agent. Wait, you're starting to turn your foes to stone! What the?!	75			Agent point has reached certain value.
Gold Medal	Proof of your rank as an agent. Hey, you aren't a baby chick! You're a fearsome cockatrice!	80			Agent point has reached certain value.
Master Medal	Proof of your rank as an agent. Okay, fine, we'll admit it. You rock. There, are you happy now?! Sheesh!	100			Agent point has reached certain value.
Jack of All Trades	The toast of the town, helping out everyone in need...	50			Quest accomplished.
Jude's Pal	Marks your relationship with Jude. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Jude's Cohort	Marks your relationship with Jude. You talk about your hopes and dreams...	40			Affinity reached certain value. (Heart icon: 5)
Jude's Bosom Buddy	Marks your relationship with Jude. You're soulmates!	100	BRONZE	10	Affinity reached certain value. (Heart icon: 10)
Milla's Bud	Marks your relationship with Milla. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Milla's Good Friend	Marks your relationship with Milla. You talk about deep, personal issues...	40			Affinity reached certain value. (Heart icon: 5)
Milla's Best Friend	Marks your relationship with Milla. You don't even talk anymore. You just sit and read each other's minds!	100	BRONZE	11	Affinity reached certain value. (Heart icon: 10)
Alvin's Chum	Marks your relationship with Alvin. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Alvin's Confidant	Marks your relationship with Alvin. You talk about manly things and chicks...	40			Affinity reached certain value. (Heart icon: 5)
Alvin's Accomplice	Marks your relationship with Alvin. You guys are bros-for-life!	100	BRONZE	12	Affinity reached certain value. (Heart icon: 10)
Elize's Playmate	Marks your relationship with Elize. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Elize's Sweetheart	Marks your relationship with Elize. You talk about homework and ice cream...	40			Affinity reached certain value. (Heart icon: 5)
Elize's Soulmate	Marks your relationship with Elize. Your love knows no bounds!	100	BRONZE	13	Affinity reached certain value. (Heart icon: 10)
Rowen's Associate	Marks your relationship with Rowen. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Rowen's Protege	Marks your relationship with Rowen. You talk about "the good ol' days" a lot...	40			Affinity reached certain value. (Heart icon: 5)
Rowen's Comrade	Marks your relationship with Rowen. You're like old army buddies!	100	BRONZE	14	Affinity reached certain value. (Heart icon: 10)
Leia's Peer	Marks your relationship with Leia. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Leia's Companion	Marks your relationship with Leia. You talk, like, all the time...	40			Affinity reached certain value. (Heart icon: 5)
Leia's BFF	Marks your relationship with Leia. You finish each other's sentences and gossip about everyone all the time!	100	BRONZE	15	Affinity reached certain value. (Heart icon: 10)
Gaius' Ally	Marks your relationship with Gaius. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Gaius' Sidekick	Marks your relationship with Gaius. You talk about sake and conquests...	40			Affinity reached certain value. (Heart icon: 5)
Gaius' Partner in Crime	Marks your relationship with Gaius. You two are adorable, window-shopping for katanas together!	100	BRONZE	16	Affinity reached certain value. (Heart icon: 10)
Muzét Admirer	Marks your relationship with Muzét. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Muzét Suitor	Marks your relationship with Muzét. You talk about politics and fashion...	40			Affinity reached certain value. (Heart icon: 5)
Muzét Biggest Fan	Marks your relationship with Muzét. You're so close you have pet names for each other! How disgusting!	100	BRONZE	17	Affinity reached certain value. (Heart icon: 10)
Besties 4 Ever!	Your affinity with your friends is so high that your arms are sore from all the hugging!	200	SILVER	18	Affinity for all characters maxed and all Event Quest episodes completed.
Perfect Body	You're good enough. You're smart enough. And doggone it, people like you!	200	SILVER	19	Seen debt extinguish ending.
Codependency	Maybe it's time to cut the umbilical cord and live your own life...	200	SILVER	20	Seen coliseum ending.
Wielder of the Dark Spear	Transformations, deja vu, dark monsters... What the heck is going on?!	10			According to story progression.
Debt to Rights	Looks like you've been slapped with a big, fat debt. Nothing you can do about it except pay it off. Good luck!	10			According to the story progression.
Brotherly Love	The only way to get to the bottom of what's going on is to find Julius. Start looking for clues!	10			According to the story progression.
Alley-Cat Detective	You solved the mystery of the back-alley demon, and you made some new friends in the process!	20			According to the story progression.
Spyrite Smasher	You were triumphant over the spyrite Volt.	20			According to the story progression.
Dimensional Agent	As an agent, your duty is to destroy the Fractured Dimensions.	30			According to the story progression.
Fracture Dismantler	You've destroyed your first Fractured Dimension. But hey, you had to, right?	40	BRONZE	21	According to the story progression.
The King and I	Proof that you have earned the favor of King Gaius. Whatever you do, don't mess it up!	40			According to the story progression.
His Protector	Proof of your resolve as a protector.	40			According to the story progression.
Lost Civilization	Worlds, civilization, relics... Everything gets destroyed eventually. And that's exactly where YOU come in!	50			According to the story progression.
Maxwell Summoner	Proof that you have summoned Milla Maxwell... but at a rather hefty cost!	60			According to the story progression.
Chromatist	A title for the strongest Chromatus bearer. If the bearer is defeated, the title will be passed on.	60	BRONZE	22	According to the story progression.
Settler of Canaan	A title reserved for those who have discovered the Land of Canaan.	70			According to the story progression.
Vice President of Spirius	You have served Spirius well, but there's still more you can do...	70			According to the story progression.
Julius' Brother	Aw, how cute! He's following in his brother's footsteps!	80			According to the story progression.
Blood Brothers	The ultimate destination of the two brothers. May they rest in peace.	200	BRONZE	23	Seen Julius' Ending.
The Fatalist	Will the same destiny befall you once again? That depends on your choices!	200	SILVER	25	Seen Ludger's Ending
Beyond Judgment	Some things cannot be changed. In those situations, let go of regret.	500	GOLD	24	Chapter 15 completed (seen Elle's Ending).
Chromatus Control	You sealed away your Chromatus abilities through sheer force of will!	100	SILVER	7	After Chapter 13 completed. Use of Chromatus ability is under 50.
Monster Battler	You've got a few battles under your belt.	10			Total encounter.
Monster Abolisher	You're pretty experienced in combat.	30			Total encounter.
Monster Annihilator	You're a god on the battlefield!	50	BRONZE	3	Total encounter.
Student of Rare Monsters	You've fought a few rare monsters.	10			Defeated special symbol enemies.
Researcher of Rare Monsters	You actively hunt and kill rare monsters.	30			Defeated special symbol enemies.
Expert in Rare Monsters	You've killed so many rare monsters that you have surely rendered several species extinct! Way to go, you!	50			Defeated special symbol enemies.
Combo Maker	You know how to string a combo together.	10			Max combo.
Combo Artiste	Your highest combo is pretty exceptional.	30			Max combo.
Combo Virtuoso	You are the master at crafting a c-c-c-combo!	50	BRONZE	4	Max combo.
Prankster	You have gotten a few power hits. Beginner's luck!	10			Applied attack with enemy weak attribute.
Trickster	Your power hit count is pretty impressive.	30			Applied attack with enemy weak attribute.
Artificer	You know how to really target a weak point and exploit it! Well done!	50			Applied attack with enemy weak attribute.
Combo'ist	You have had some power combos. Big whoop.	10			Successful power combos.
Combo'er	You're getting the hang of power combos...	30			Successful power combos.
Combo'est	When you look up "power combo" in a dictionary, there's a picture of you, with a big, goofy grin!	50			Successful power combos.
Liker of Links	You're getting the hang of Linked Artes.	10			Linked Artes usage.
Liege of Links	You know how and when to unleash Linked Artes most effectively.	30			Linked Artes usage.
Lord of Links	You are an inspiration for would-be Linked Arte-ists everywhere!	50	BRONZE	5	Linked Artes usage.
Joiner of Chains	Guess who has two thumbs and knows how to do a Linked arte chain? You! (Unless you DON'T have thumbs, in which case we apologize.)	10			Linked Arte Chains usage.
Forger of Chains	You know the ins and outs and all-abouts of Linked Arte Chains! You are a menace in Over Limit mode!	20			Linked Arte Chains usage.
Master of Chains	It's like you have a degree in Linked Arte Chains! Or at the very least, you went to space camp and picked up a few things!	30	BRONZE	6	Linked Arte Chains usage.
Invaluable Ally	You officially have demonstrated that you know the basics of auto-item use.	10			Auto-Item usage.
Close Confidant	You and auto-item go together like peas... and MORE peas!	30			Auto-Item usage.
Hands-Off Leader	You are such a veteran of auto-item use that if you were a hoarder, your garage would look empty because you already auto-used it all!	50			Auto-Item usage.
Master Agent	Dual blades, dual pistols, and sledgehammer?! You mastered all the tricks of the trade!	50			Ludger: Artes and Skill learned has reached certain value.
Black Belt	Jude knows what it takes to beat enemies up with martial artes moves... whilst healing his friends!	50			Jude: Artes and Skill learned has reached certain value.
Lord of Spirits	Milla has mastered the power of The Four.	50			Milla: Artes and Skill learned has reached certain value.
Mercenary Legend	Alvin has proved his worth with both the gun and the greatsword.	50			Alvin: Artes and Skill learned has reached certain value.
Graduate Channeler	Elize has demonstrated how versatile she is: She can weave the dark artes as well as craft healing circles for her allies!	50			Elize: Artes and Skill learned has reached certain value.
Genius Tactician	Rowen is proficient in rapier'ing and in baton'ing.	50			Rowen: Artes and Skill learned has reached certain value.
Grandmaster-to-Be	Leia has displayed mastery with the staff as well as with healing artes.	50			Leia: Artes and Skill learned has reached certain value.
Wandering King	Gaius is a genuine warrior, able to slay enemies with his katana in a single stroke.	50			Gaius: Artes and Skill learned has reached certain value.
Femme Fatale	Muzét is officially the worlds' greatest enchantress, able to woo anyone into doing just about anything...	50			Muzét: Artes and Skill learned has reached certain value.
Main Character Clan	Proof that Ludger and Jude spend a lot of time linked together.	10			Ludger & Jude: Sum total time of linked state has reached 15 min.
Weapons and Elements	Proof that Ludger and Milla spend a lot of time linked together.	10			Ludger & Milla: Sum total time of linked state has reached 15 min.
Guns, Guns, Guns	Proof that Ludger and Alvin spend a lot of time linked together.	10			Ludger & Alvin: Sum total time of linked state has reached 15 min.
Big Bro and Lil Sis	Proof that Ludger and Elize spend a lot of time linked together.	10			Ludger & Elize: Sum total time of linked state has reached 15 min.
Cool and Classy	Proof that Ludger and Rowen spend a lot of time linked together.	10			Ludger & Rowen: Sum total time of linked state has reached 15 min.
Senior Correspondents	Proof that Ludger and Leia spend a lot of time linked together.	10			Ludger & Leia: Sum total time of linked state has reached 15 min.
Ultimate Allies	Proof that Ludger and Gaius spend a lot of time linked together.	10			Ludger & Gaius: Sum total time of linked state has reached 15 min.
Human and Spirit Phenoms	Proof that Ludger and Muzét spend a lot of time linked together.	10			Ludger & Muzét: Sum total time of linked state has reached 15 min.
The Fated Duo	Proof that Jude and Milla spend a lot of time linked together.	10			Jude & Milla: Sum total time of linked state has reached 15 min.
Brothers in Arms	Proof that Jude and Alvin spend a lot of time linked together.	10			Jude & Alvin: Sum total time of linked state has reached 15 min.
Genuine Allies	Proof that Jude and Elize spend a lot of time linked together.	10			Jude & Elize: Sum total time of linked state has reached 15 min.
Pupil and Master	Proof that Jude and Rowen spend a lot of time linked together.	10			Jude & Rowen: Sum total time of linked state has reached 15 min.
Allies Since Childhood	Proof that Jude and Leia spend a lot of time linked together.	10			Jude & Leia: Sum total time of linked state has reached 15 min.
Mondo Blues	Proof that Milla and Alvin spend a lot of time linked together.	10			Milla & Alvin: Sum total time of linked state has reached 15 min.
Champions of Grace	Proof that Milla and Elize spend a lot of time linked together.	10			Milla & Elize: Sum total time of linked state has reached 15 min.
Amazing Symphonics	Proof that Milla and Rowen spend a lot of time linked together.	10			Milla & Rowen: Sum total time of linked state has reached 15 min.
Shining Sisterhood	Proof that Milla and Leia spend a lot of time linked together.	10			Milla & Leia: Sum total time of linked state has reached 15 min.
Protector and Protected	Proof that Alvin and Elize spend a lot of time linked together.	10			Alvin & Elize: Sum total time of linked state has reached 15 min.
Warriors of Rashugal	Proof that Alvin and Rowen spend a lot of time linked together.	10			Alvin & Rowen: Sum total time of linked state has reached 15 min.
Allies of Elympios	Proof that Alvin and Leia spend a lot of time linked together.	10			Alvin & Leia: Sum total time of linked state has reached 15 min.
The Servant and the Lamb	Proof that Elize and Rowen spend a lot of time linked together.	10			Elize & Rowen: Sum total time of linked state has reached 15 min.
Heroines of Innocence	Proof that Elize and Leia spend a lot of time linked together.	10			Elize & Leia: Sum total time of linked state has reached 15 min.
Spirited Pair	Proof that Rowen and Leia spend a lot of time linked together.	10			Rowen & Leia: Sum total time of linked state has reached 15 min.
Fighters of Destiny	Proof that Jude and Gaius spend a lot of time linked together.	10			Jude & Gaius: Sum total time of linked state has reached 15 min.
Kings of Legendia	Proof that Milla and Gaius spend a lot of time linked together.	10			Milla & Gaius: Sum total time of linked state has reached 15 min.
The Cool Guys	Proof that Alvin and Gaius spend a lot of time linked together.	10			Alvin & Gaius: Sum total time of linked state has reached 15 min.
Pink 'n' Black	Proof that Gaius and Elize spend a lot of time linked together.	10			Gaius & Elize: Sum total time of linked state has reached 15 min.
Cool Servants of Rieze Maxia	Proof that Rowen and Gaius spend a lot of time linked together.	10			Gaius & Rowen: Sum total time of linked state has reached 15 min.
Sweet and Sour	Proof that Leia and Gaius spend a lot of time linked together.	10			Gaius & Leia: Sum total time of linked state has reached 15 min.
Final-Boss Buds	Proof that Gaius and Muzét spend a lot of time linked together.	10			Gaius & Muzét: Sum total time of linked state has reached 15 min.
Ex-Rivals	Proof that Jude and Muzét spend a lot of time linked together.	10			Jude & Muzét: Sum total time of linked state has reached 15 min.
Spirit Sisters	Proof that Milla and Muzét spend a lot of time linked together.	10			Muzét & Milla: Sum total time of linked state has reached 15 min.
The Libertines	Proof that Alvin and Muzét spend a lot of time linked together.	10			Muzét & Alvin: Sum total time of linked state has reached 15 min.
Demonic Duo	Proof that Elize and Muzét spend a lot of time linked together.	10			Muzét & Elize: Sum total time of linked state has reached 15 min.
Dynamic Duo	Proof that Rowen and Muzét spend a lot of time linked together.	10			Muzét & Rowen: Sum total time of linked state has reached 15 min.
Tempest Twins	Proof that Leia and Muzét spend a lot of time linked together.	10			Muzét & Leia: Sum total time of linked state has reached 15 min.
Transformation Dabbler	You know how to transform. Yay!	10			Number of time transformed (Ludger).
Transformation Spree	You clearly are having an identity crisis by how many times you've transformed...	30			Number of time transformed (Ludger).
Transformation Rampage	You've transformed enough to justify your very own superhero TV show!	50	BRONZE	26	Number of time transformed (Ludger).
Snap Pivot Ninja	Jude has used a number of Snap Pivots.	10			Use of Snap Pivots when chose Jude as controllable character.
Snap Pivot Demon	Jude's Snap Pivoting is the stuff of legend.	30			Use of Snap Pivots when chose Jude as controllable character.
Snap Pivot Deity	We are officially going to begin tracking the times when Jude is NOT Snap Pivoting instead!	50	BRONZE	27	Use of Snap Pivots when chose Jude as controllable character.
Min-well	Milla Spirit Shifted a few times. Good going.	10			Use of Spirit Shift when chose Milla as controllable character.
Mid-well	Milla Spirit Shifts so often that we all use a "z" when writing about her mad skillz.	30			Use of Spirit Shift when chose Milla as controllable character.
Max-well	In the history of Spirit Shifting, no one spirit shifts as often as Milla.	50	BRONZE	28	Use of Spirit Shift when chose Milla as controllable character.
Charge-a-rama	Alvin's had some successes with Charging...	10			Use of Charge when chose Alvin as controllable character.
The Charge-nator	Put away the cash: Alvin knows how to Charge!	30			Use of Charge when chose Alvin as controllable character.
Prince Charging	Alvin now just spends full episodes Charging up. He used to be so fun before!	50	BRONZE	29	Use of Charge when chose Alvin as controllable character.
Tempo Change	Elize is all about Teepo Switching.	10			Use of Teepo Switch when chose Elize as controllable character.
Tempo Modulation	Elize has perfected the art of Teepo Switching.	30			Use of Teepo Switch when chose Elize as controllable character.
Tempo Flux	Elize has quit her day job and now just uses Teepo Switching all day long!	50	BRONZE	30	Use of Teepo Switch when chose Elize as controllable character.
Forte	Rowen has used his Arte Tuning ability a bit.	10			Use of Arte Tuning when chose Rowen as controllable character.
Fortissimo	Rowen has used his Arte Tuning ability a lot.	30			Use of Arte Tuning when chose Rowen as controllable character.
Fortississimo	Rowen has basically over-stayed his welcome using the Arte Tuning ability.	50	BRONZE	31	Use of Arte Tuning when chose Rowen as controllable character.
Elongating Powers	Leia has used her Elongating Staff ability a fair number of times.	10			Use of Elongating Staff when chose Leia as controllable character.
Elongating Mysteries	Leia's Elongating Staff ability has reared its head on quite a few occasions now.	30			Use of Elongating Staff when chose Leia as controllable character.
Elongating Dogma	Leia has used her Elongating Staff ability so much that we're pretty sure it's stuck in that position...	50	BRONZE	32	Use of Elongating Staff when chose Leia as controllable character.
Retribution	Gaius has demonstrated here and anon that he and he alone has figured out how to use his Retribution ability.	10			Use of Retribution when chose Gaius as controllable character.
Revenge	Gaius has demonstrated that when Retribution must be doled out, he is the most apt to do the doling.	30			Use of Retribution when chose Gaius as controllable character.
Wrath	See that pile of bodies? That's just Gaius sleep-Retributioning his enemies. It's all second nature to him now.	50	BRONZE	33	Use of Retribution when chose Gaius as controllable character.
Acolyte of Warping	Muzét has used Emergency Warp enough times to warrant a freebie title. Here!	10			Use of Emergency Warp when chose Muzét as controllable character.
Master of Warping	Muzét uses Emergency Warp so much that we are pretty sure they have not all been real "emergencies"...	30			Use of Emergency Warp when chose Muzét as controllable character.
Empress of Warping	Kids sing songs about Muzét and her Emergency Warp prowess.	50	BRONZE	34	Use of Emergency Warp when chose Muzét as controllable character.
Part-Time Mime	Ludger's Mirror ability has come into play a few times, at least.	10			Ludger's Mirror skill usage.
Full-Time Mime	Ludger spends hours in front of a mirror, perfecting his Mirror talents. Soon, he'll be writing checks in your name!	30			Ludger's Mirror skill usage.
Sublime-Time Mime	So proficient is Ludger at the Mirror ability that he sometimes forgets which face is his own!	50	BRONZE	35	Ludger's Mirror skill usage.
Physician-in-Training	Jude has used his Restore ability a few times in battle.	10			Jude's Restore skill usage.
Novice Physician	Jude's constant use of Restore proves that the best offense is a good defense.	30			Jude's Restore skill usage.
Missionary Physician	Okay, Jude, stop using Restore and go attack something, will you?!	50	BRONZE	36	Jude's Restore skill usage.
Apprentice Binder	Milla's Bind is a frequent houseguest.	10			Milla's Bind skill usage.
Skilled Binder	Milla's Bind ability is almost like a third wheel, it shows up so much!	30			Milla's Bind skill usage.
Binding Queen	What do Milla's Blind ability and bad grammar have in common? They both get used. A lot!	50	BRONZE	37	Milla's Bind skill usage.
Basic Breaker	Alvin is good at breaking things.	10			Alvin's Breaker skill usage.
Deft Breaker	Alvin is better at breaking things.	30			Alvin's Breaker skill usage.
Expert Breaker	Alvin is the best at breaking things.	50	BRONZE	38	Alvin's Breaker skill usage.
Soul Tapper	Elize's Teepo Drain ability sure is handy!	10			Elize's Teepo Drain skill usage.
Soul Drainer	Teepo Drain is a go-to in your arsenal!	30			Elize's Teepo Drain skill usage.
Soul Siphon	Teepo Drain is officially the core of your combat strategy!	50	BRONZE	39	Elize's Teepo Drain skill usage.
Spirit Sentry	Rowen uses Auto Magic Guard from time to time.	10			Rowen's Auto Magic Guard skill usage.
Spirit Guardian	Rowen uses Auto Magic Guard like it's going out of style.	30			Rowen's Auto Magic Guard skill usage.
Spirit Protector	Rowen has taken it upon himself to be sure that no creature ever uses spirit artes again. Hats off to Auto Magic Guard!	50	BRONZE	40	Rowen's Auto Magic Guard skill usage.
Riff-Raff	Leia has deepened your pockets a bit with Item Steal. What a peach!	10			Leia's Item Steal skill usage.
Street-Rat	Leia's Item Steal has practically become a second form of income!	30			Leia's Item Steal skill usage.
She-Don't-Buy-That	Hide your kids, hide your wives, hide your husbands, because Leia's stealing everything!	50	BRONZE	41	Leia's Item Steal skill usage.
Power Giver	Gaius uses Chivalry... because he cares.	10			Gaius' Chivalry skill usage.
Power Bestower	Gaius uses Chivalry... because he's both a gentleman and a not-so-gentle man.	30			Gaius' Chivalry skill usage.
Power Paragon	Gaius uses Chivalry... because he likes the minty after-taste.	50	BRONZE	42	Gaius' Chivalry skill usage.
Warp Rickshaw	Muzét is getting the hang of Support Warp.	10			Muzét's Support Warp skill usage.
Warp Taxi	You are learning how invaluable Support Warp can be...	30			Muzét's Support Warp skill usage.
Warp Limousine	Enemies are officially sick of seeing you Support Warp around the field.	50	BRONZE	43	Muzét's Support Warp skill usage.
The Highleveler	That's it. You're max level. There's no more levels! You can search for more, but you won't find them... because they ain't there!	100	GOLD	44	Reached Lv. 200.
New Challenger (Beginner)	Earn titles from performing different feats in combat. Experiment with moves and characters!	10			Completed Link tutorial.
Continuous Attack (Beginner)	You used a combo requiring 4 AC!	5			Performed 4 AC combo.
Eight-Way Slasher (Beginner)	You used a combo requiring 8 AC!	10			Performed 8 AC combo.
Combo Strategist (Advanced)	You used a combo requiring 12 AC!	15			Performed 12 AC combo.
Technician (Beginner)	You made a combo by transitioning a L1 + X attack into an arte!	10			Performed combo: Shift + normal attack -> arte attack.
I Can Fly! (Beginner)	You defeated an enemy in mid-air!	10			Defeated enemy in mid-air.
30-Hit Master (Beginner)	You unleashed a 30-hit combo!	10			Performed 30-hit combo.
60-Hit Master (Beginner)	You executed a 60-hit combo!	15			Performed 60-hit combo.
120-Hit Master (Advanced)	You consummated a 120-hit combo!	20			Performed 120-hit combo.
Gave It Your All (Beginner)	You've defeated foes with Mystic Artes!	10			Defeated opponent using Mystic Artes.
The Ultimate Fusion (Beginner)	You've defeated foes with Linked Mystic Artes!	10			Defeated opponent using Linked Mystic Artes.
Linked Up (Beginner)	You've defeated foes with Linked Artes!	10			Defeated opponent using Linked Artes.
Guardbreaker (Beginner)	You've broken an enemy's guard!	10			Performed guard break.
Defense Wizard (Beginner)	You've guarded against a few enemy attacks!	10			Guarded enemy attack.
Defense Sorcerer (Beginner)	You performed a level-one Charged Block! (TIP: Defend for a full second, and your AC will increase.)	10			Performed a level-one Charged Block.
Defense Guru (Beginner)	You performed a level-two Charged Block! (TIP: Counters will be treated like power hits.)	15			Performed a level-two Charged Block.
Defense Sage (Advanced)	You performed a level-three Charged Block! (TIP: Countering breaks enemy guard, even on bosses.)	20			Performed a level-three Charged Block.
AC Bonus (Beginner)	You increased your AC by avoiding enemy attacks with a back-step or by guarding!	10			Gained AC bonus.
Not This Time! (Beginner)	You dodged several attacks by back-stepping while defending!	10			Evaded enemy attack by back-step.
Always a Step Ahead (Beginner)	You performed skills that interfere with an enemy's attempt to back-step!	10			Evaded enemy attack by back-step and triggered skill effect.
Dodge Addict (Advanced)	You've had many victories without taking any damage!	20			Evaded enemy attack by back-step and won battle without taking damage.
My Savior! (Beginner)	You saved allies by transforming in battle!	10			Ludger transformed and saved ally with HP under 50% (transformation 50%).
Awakened One (Beginner)	You have shown you can defeat at least three enemies while transformed!	10			Defeated three or more enemies while transformed.
Dark Angel (Beginner)	You have shown you can defeat at least five enemies while transformed!	15			Defeated five or more enemies while transformed.
Spear Thrower (Beginner)	You've defeated enemies with Mystic Artes while transformed!	10			Defeated enemy with Mystic Arte while transformed (transformation 50%).
Link Artist (Beginner)	You've performed a Linked Arte Chain of three or greater!	10			Performed 3-Hit Linked Arte Power Combos.
Link Scholar (Beginner)	You've performed a Linked Arte Chain of six or greater!	15			Performed 6-Hit Linked Arte Power Combos.
Link Doctor (Advanced)	You've performed a Linked Arte Chain of nine or greater!	20			Performed 9-Hit Linked Arte Power Combos.
Chain Champ (Beginner)	You combo'ed from a normal attack into a spirit arte or martial arte!	10			Combo'ed normal attack into artes attack.
The Pixie (Beginner)	You know how to inflict magical ailments using spirit and martial artes!	10			Inflicted magical ailment onto your opponent using controlled character.
The Imp (Beginner)	You have inflicted all nine magical ailments!	10			Inflicted all nine magical ailment using controlled character. (Does not have to be in a single battle.)
Fiend Hunter (Beginner)	You have attacked an enemy's weak point!	10			Attacked boss enemy's weak point using controlled character.
Magic Shield (Beginner)	You used Magic Guard to block an enemy arte!	10			Blocked enemy arte using Magic Guard using controlled character.
Mighty Shield (Beginner)	You defended an enemy attack perfectly!	10			Performed perfect guard against enemy attack using your controlled character.
Fleet-Footed (Beginner)	You recovered from a knockback by guarding at the right moment!	10			Recovered while blown in mid-air using guard button using controlled character.
Field Marshall (Beginner)	You know how to use shortcuts to give orders to your allies!	10			Gave out orders to your ally using shortcut using controlled character.
Discretion Above Valor (Beginner)	You know how to attack enemies from behind!	10			Attacked from enemy rear using controlled character.
Cross-Counter (Beginner)	You have attacked enemies while they are swinging at you!	10			Inflicted attack on enemy while they are performing attack move using controlled character.
Spirit Swordsman (Beginner)	You combo'ed a spirit arte into a martial arte!	10			Combo'ed spirit arte into strike arte using controlled character.
Battle Angel (Beginner)	You've restored your allies several times!	10			Recovered ally using controlled character.
Comin' in Hot! (Beginner)	You follow up your front-steps with physical attacks!	10			Performed attacks followed from a front-step move using controlled character.
Hit 'n' Run (Beginner)	You follow up attacks with back-steps!	10			Performed back-step followed from a attack using controlled character.
Opportunist (Beginner)	You perform focused attacks that pierce enemies' weak spots!	10			Defeated enemy by attacking enemy weakness using controlled character.
Cull the Weak (Beginner)	You performed a 3+ power combo!	10			Succeeded 3-Hit Power Combos using controlled character.
Crush the Weak (Beginner)	You performed a 6+ power combo!	15			Succeeded 6-Hit Power Combos using controlled character.
Slaughter the Weak (Advanced)	You performed a 9+ power combo!	20			Succeeded 9-Hit Power Combos using controlled character.
Pincer Mincer (Beginner)	You flanked an enemy with a partner!	10			Performed flanked attack with link partner and defeated enemy using controlled character.
Skills Specialist (Beginner)	You've used Second Artes.	10			Used Second Artes using controlled character.
Die Another Day (Beginner)	You unlocked the mysteries of fleeing!	10			Escaped from battle.
Tri-umphant! (Beginner)	You combined an attack using three different artes/skills.	10			Performed 3-AC combo using three different artes.
Penta-rrific! (Beginner)	You combined an attack using five different artes/skills.	15			Performed 5-AC combo using five different artes.
Sept-sational! (Advanced)	You combined an attack using seven different artes/skills.	20			Performed 7-AC combo using seven different artes.
Elite Hunter (Advanced)	You beat an Elite Monster within 2 min!	20			Defeated one Elite Monster within 2 min.
Elite Slayer (Advanced)	You beat 3 Elite Monsters within 2 min!	40			Defeated three Elite Monsters within 2 min.
Elite Ninja (Advanced)	You beat 9 Elite Monsters within 2 min!	80			Defeated nine Elite Monsters within 2 min.
Elite Assassin (Advanced)	You beat 18 Elite Monsters within 2 min!	100			Defeated 18 Elite Monsters within 2 min.
Sky-High (Advanced)	You beat an enemy with a 5-hit aerial combo!	20			Defeated enemy in mid-air with 5-hit combo attack using controlled character.
Aerial Burial (Advanced)	You beat an enemy with a 7-hit aerial combo!	30			Defeated enemy in mid-air with 7-hit combo attack using controlled character.
Stratos-fear (Advanced)	You beat an enemy with a 9-hit aerial combo!	40			Defeated enemy in mid-air with 9-hit combo attack using controlled character.
Dual Chain x3 (Advanced)	You had a 3-hit power combo using a Linked Arte Chain!	20			Performed 3-Hit Power Combo while in Linked Arte Chains.
Dual Chain x6 (Advanced)	You had a 6-hit power combo using a Linked Arte Chain!	30			Performed 6-Hit Power Combo while in Linked Arte Chains.
Dual Chain x9 (Advanced)	You had a 9-hit power combo using a Linked Arte Chain!	50			Performed 9-Hit Power Combo while in Linked Arte Chains.
Lockdown (Advanced)	You transitioned into a Linked Arte from a 5-hit combo of spirit or martial artes!	20			Performed 5-AC combo using five different artes followed by a Linked Artes attack.
Poetry in Motion (Advanced)	You finished off a 5-hit Linked Arte Chain with a Mystic Arte!	20			Performed 5-AC combo using five different artes followed by a Mystic Artes attack.
Power Link (Advanced)	You finished off a 5-hit power combo with a Linked Arte!	20			Performed 5-Hit Power Combos followed by Linked Artes attack.
Power Finish (Advanced)	You finished off a 5-hit power combo with a Linked Chain AND a Mystic Arte!	40			Performed 5-Hit Power Combos followed by Mystic Artes attack.
Transparent (Advanced)	You went 1 min without taking damage!	40			Did not take damage for 1 min upon battle start.
Spicy Chain (Advanced)	You built a 9-hit combo of different spirit and martial artes and then finished it off with a Linked Mystic Arte!	50			Performed 9-hit combo using artes and linked artes and finished off enemy using Linked Mystic Artes.
Warlord (Award)	You have quite a collection of (Beginner) titles!	100	BRONZE	45	Collected 40 (Beginner) titles.
Grandmaster (Award)	You have a healthy supply of (Advanced) titles!	100	SILVER	46	Collected 18 (Advanced) titles.
Godhand (Award)	You obtained all (Beginner) and (Advanced) combat titles!	200	GOLD	47	Collected all battle challenge titles.

Data

Skits (long)

Limited Time

Legend: FD = Fractured Dimension E=Etc., M=Main, C=Character, Ldg=Ludger, Alv=Alvin, Mzt=Muzét, Elz = Elize, Rwn = Rowen

Start Time			Title	Location	Condition	Choices	Required Members
1	Trigleph 3	M	The Boy Aims for the Station	Trigleph	—	L1: Jude+250 R1: None	Ldg, Jude
1	Stribog Line-Stribog Line (FD) 4	M	Who's That Girl?	Stribog Line	Go to Car 2	L1: None R1: None	Ldg, Jude, Elle
1	Stribog Line-Stribog Line (FD) 7	M	Why is Elle Alone?	Stribog Line (FD)	Go to Car 3	L1: None R1: Elle+250	Ldg, Jude, Elle
1	Stribog Line-Stribog Line (FD) 7	M	The Mysterious Figure	Stribog Line (FD)	Go to Car 3		Ldg, Jude, Elle
2	Duval 3	M	Repaying the Debt	Anywhere	—	L1: Elle+250 R1: None	Ldg, Jude, Elle
2-3	Debt Repayment Interval	M	Elle's Feelings	Anywhere	Go to Duval Downtown		Ldg, Jude, Elle
2-3	Debt Repayment Interval	M	Call from Nova 1	Anywhere	After debt repayment		Ldg, Elle
2-3	Debt Repayment Interval	E	A Relief	Trigleph	After debt repayment, go to Trigleph	L1: None R1: None	Ldg, Jude, Elle
3-4	Debt Repayment Interval	M	Ivar and I	Anywhere	—		Ldg, Jude, Elle
3-4	Debt Repayment Interval	E	A Simple Question	Duval	Go to Marketplace	L1: None R1: None	Ldg, Jude, Elle
3-4	Debt Repayment Interval	M	Call from Nova 2	Anywhere	After debt repayment	L1: None R1: None	Ldg
Monster in the Alleyway	Marksburg 2	M	Leia the Reporter	Marksburg	Go to Marksburg Station	L1: Leia+250 R1: None	Ldg, Jude, Leia, Elle
Monster in the Alleyway	Duval (2)-Duval (FD) 1	E	The Warrant	Anywhere	—	L1: None R1: None	Ldg, Jude, Elle
4-5	Debt Repayment Interval	M	The Evil Chancellor	Anywhere	Before debt repayment *		Ldg, Rwn, Leia, Elle
4-5	Debt Repayment Interval	M	A Tale of Two Countries	Marksburg	Before debt repayment *		Jude, Rwn, Leia, Elle
4-5	Debt Repayment Interval	M	Call from Nova 3	Anywhere	After debt repayment **		Ldg, Elle
4-5	Debt Repayment Interval	M	Call from Nova 4	Anywhere	After debt repayment ***		Ldg, Elle
4-5	Debt Repayment Interval	E	Something's Changed	Marksburg	After debt repayment *		Jude, Rwn, Leia, Elle
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	E	Teepo vs Rollo	Helioborg Research Station (FD)	Military Research Wing 11F Passageway		Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 5	M	Alvin and Elize	Helioborg Research Station (FD)	Military Research Wing 10F Passageway	L1: Alv+250 R1: None	Ldg, Jude, Alv, Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 5	M	The Terror Group, Exodus	Helioborg Research Station (FD)	Military Research Wing 11F Passageway		Jude, Alv, Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 7	M	A Year Ago	Helioborg Research Station	—		Jude, Alv, Elz
5-6	Debt Repayment Interval	E	Everyone's Clothes	Anywhere	—	L1: Alv+250 R1: Rwn+250	Ldg, Alv, Rwn, Elle
5-6	Debt Repayment Interval	E	Just What Is Teepo, Anyway?	Anywhere	—		Jude, Elz, Elle
5-6	Debt Repayment Interval	M	Call from Nova 5	Anywhere	After debt repayment		Ldg, Elle
5-6	Debt Repayment Interval	E	Ludger's Type	Trigleph	After debt repayment	L1: Leia+250 R1: Elz+250	Ldg, Elz, Leia, Elle
6	Spirius Corporation 3	M	Bisley Bakur	Spirius Corporation	—	L1: None R1: None	Ldg, Jude, Alv, Leia, Elle
6-7	Debt Repayment Interval	M	One Way Woman	Anywhere	Before debt repayment	L1: None R1: Elle+250	Ldg, Alv, Rwn, Elle

Note

* If you select Helioborg during Call from Nova 2 debt repayment interval 5-6

** Occurs when you select Marksburg during Call from Nova 2

*** Occurs when you select Helioborg during Call from Nova 2

A Song Echoes Through the Falls

Start Time			Title	Location	Condition	Choices	Required Members
6-7	Debt Repayment Interval	M	Call from Vera 1	Anywhere	Obtained World Map/After debt repayment		Ldg, Elle
7	Spirius Corporation (2)-Trigleph (FD) 2	M	Ludger's Power	Trigleph (FD)	—		Ldg, Alv, Elz, Rwn, Elle
7	Oscore (FD) 6	M	The Great Spirits	Oscore (FD)	Got to Central Dome in Oscore Plant		Alv, Elz, Rwn
7	Torbalan Highroad (FD)-Dimensional Breach (FD) START	M	World Destruction	Torbalan Highroad (FD)	Torbalan Highroad Center Region	L1: None R1: Leia+250	Ldg, Jude, Alv, Leia
7	Milla's Shrine (FD)-Nia Khera 4	E	A Bit Forceful	Nia Khera	—		Jude, Alv, Leia, Elle
7	Milla's Shrine (FD)-Nia Khera 5	M	Rollo's Owner	Nia Khera Spiritway (FD)	Northeast Region	L1: Julius+500 R1: Elle+250	Ldg, Leia, Elle
7	Milla's Shrine (FD)-Nia Khera 5	M	Reunion with Julius	Nia Khera Spiritway (FD)	Southwest Region	L1: Julius+500 R1: Bisley+250	Alv, Leia, Milla, Elle
7	Nia Khera Halloweend (FD) START	M	Milla and Muzét: What Could Have Been	Nia Khera Halloweend (FD)	Halfway Point		Ldg, Elle
7-8	Debt Repayment Interval	M	Call from Nova 6	Anywhere	—		Ldg, Elle
7-8	Debt Repayment Interval	M	A Schizmless World	Trigleph	—	L1: None R1: None	Ldg, Jude, Elz, Milla
7-8	Debt Repayment Interval	M	Two Partners	Trigleph	Frémo Apartments	L1: None R1: None	Ldg, Milla, Elle
7-8	Debt Repayment Interval	E	Mysterious Materials	Anywhere	—		Jude, Elz, Milla
7-8	Debt Repayment Interval	E	Old Man Alvin	Anywhere	Before debt repayment	L1: None R1: None	Ldg, Alv, Elz, Milla, Elle
7-8	Debt Repayment Interval	E	Elle's Friends	Hamil	—		Jude, Elz, Elle
7-8	Debt Repayment Interval	M	Call from Vera 2	Anywhere	After debt repayment	L1: None R1: None	Ldg, Elle
7-8	Debt Repayment Interval	E	B-Rank Foodie	Trigleph	After debt repayment	L1: Alv+250 R1: Elz+250	Ldg, Elz, Alv
*	Aladhi Seahaven (3) 3	M	Milla's Sister	Anywhere	—	L1: None R1: Mzt+250	Ldg, Elz, Mzt, Milla, Elle
8-9	Debt Repayment Interval	M	Call from Nova 7	Anywhere	—		Ldg, Elle
8-9	Debt Repayment Interval	E	The Colosseum Awards	Xian Du	Complete Chapter - Gaius' Trial first		Jude, Elz, Leia, Gaius, Milla
8-9	Debt Repayment Interval	M	Call from Vera 3	Anywhere	After debt repayment/Complete Chapter- Gaius' Trial first		Ldg, Elle
8-9	Debt Repayment Interval	M	Call from Vera 4	Anywhere	After debt repayment/Complete Chapter 8/9		Ldg, Elle
Gaius Trial	Mon Highlands (FD) START	M	Erston, Playboy at Large	Mon Highlands (FD)	—	L1: None R1: Gaius+250	Ldg, Leia, Gaius, Milla, Elle
Gaius Trial	Mon Highlands (FD) START	E	Milla's Hair	Mon Highlands (FD)	—	L1: Milla+250 R1: Gaius+250	Ldg, Gaius, Milla, Elle
Gaius Trial	Kanbalar (FD) START	M	The Chimerial	Kanbalar (FD)	—	L1: None R1: Gaius+250	Ldg, Leia, Gaius, Milla, Elle
Gaius Trial	Kanbalar (FD) START	E	Kanbalar, The Frozen Country	Kanbalar (FD)	—	L1: None R1: Gaius+250	Ldg, Gaius, Elle
9-10	Debt Repayment Interval	M	Call from Nova 8	Anywhere	—		Ldg, Elle
9-10	Debt Repayment Interval	E	Elle's Hat	Drellin	—	L1: None R1: Elle+250	Ldg, Jude, Alv, Rwn, Milla
9-10	Debt Repayment Interval	M	The Fair's Hometown	Leronde	—	L1: Leia+250 R1: Jude+250	Jude, Leia, Alv, Mzt
9-10	Debt Repayment Interval	M	Call from Nova 9	Anywhere	After debt repayment		Ldg, Elle
10	Drellin (2)-Drellin (FD) START	M	Elle's House	Anywhere	After debt repayment	L1: Alv+250 R1: Elle+250	Ldg, Elz, Elle

Start Time			Title	Location	Condition	Choices	Required Members
10	Enzilly Ruins (FD) 1	M	The Structure of the Fractured Dimension	Anywhere	—	L1: None R1: Elz+250, Elle+250	Ldg, Elz, Leia, Milla, Elle
10-11	Debt Repayment Interval	M	Call from Nova 10	Anywhere	—		Ldg, Elle
10-11	Debt Repayment Interval	E	Vera's Broken Heart	Anywhere	Before debt repayment	L1: Elz+250, Leia+250 R1: None	Ldg, Elz, Leia
10-11	Debt Repayment Interval	E	Serve the Servants	Anywhere	Before debt repayment	L1: None R1: Mzt+250	Ldg, Jude, Alv, Gaius, Mzt
10-11	Debt Repayment Interval	M	Call from Vera 5	Anywhere	After debt repayment		Ldg, Elle
10-11	Debt Repayment Interval	E	Nova's Secret	Anywhere	Have not viewed Vera's Broken Heart	L1: Rwn+250 R1: Alv+250	Ldg, Alv, Rwn, Leia, Mzt
10-11	Debt Repayment Interval	E	Who's Mabo Curry?	Anywhere	After debt repayment/Mabo Curry is in effect	L1: Rwn+250 R1: Elle+250	Ldg, Rwn, Gaius, Elle
11	Spirius Corporation (4) 6	M	Milla's Secret	Anywhere	—		Ldg, Jude, Alv, Elle
11	E.S.S. Pelune 3	M	The Former Lord of Spirits	E.S.S. Pelune	Go to the Second Hall	L1: None R1: None	Ldg, Milla, Elle
11-12	Debt Repayment Interval	M	Milla's Life	Marksburg	Before debt repayment	L1: None R1: Milla+250	Ldg, Jude, Milla, Rwn
11-12	Debt Repayment Interval	E	Elize's Song	Hamil	—	L1: None R1: None	Ldg, Alv, Elz, Mzt
11-12	Debt Repayment Interval	M	The King and Elle	Trigleph	—	L1: None R1: Elle+250	Ldg, Milla, Gaius, Elle
11-12	Debt Repayment Interval	E	Something's Fishy in Fennmont	Fennmont	—		Jude, Milla, Alv, Mzt
11-12	Debt Repayment Interval	M	Call from Vera 6	Anywhere	After debt repayment		Ldg, Elle
11-12	Debt Repayment Interval	E	Pick Your Battles	Anywhere	After debt repayment	L1: Milla+250 R1: None	Ldg, Milla, Leia, Gaius, Mzt
12	Trigleph (4)-Sharilton (FD) 2	M	Lady Driselle	Sharilton (FD)	Go to East Market	L1: Rwn+250 R1: None	Ldg, Milla, Rwn, Elle
12	Sapstrath Seahaven (FD)-Drellin (FD) 2	M	Idealism and Reality	Marksburg	Go to Elym Harbor	L1: None R1: Jude+250	Ldg, Jude, Milla
12	Cassmar Heights (FD) START	M	Daddy Makes the Best Food	Cassmar Heights (FD)	—		Ldg, Jude, Milla, Rwn, Elle
12	Lake Euville? (FD) 4	M	The Catalyst	Drellin (FD)	—		Ldg, Jude, Milla, Rwn
12-13	Debt Repayment Interval	M	Ludger and Elle	Drellin	—	L1: None R1: Rwn+250	Ldg, Jude, Milla, Rwn, Elle
12-13	Debt Repayment Interval	E	The Truth About Muzét	Anywhere	—	L1: Jude+250, Gaius+250 R1: Alv+250, Rwn+250	Ldg, Jude, Alv, Rwn, Gaius
12-13	Debt Repayment Interval	E	What Kind of Fractured Dimension is This?	Trigleph	—		Jude, Milla, Gaius, Mzt
12-13	Debt Repayment Interval	E	The Importance of Sweetness	Marksburg	—	L1: Milla+250, Mzt+250 R1: Elz+250, Leia+250	Ldg, Milla, Elz, Leia, Mzt
12-13	Debt Repayment Interval	M	Call from Vera 7	Anywhere	After debt repayment	L1: None R1: None	Ldg
13	Marksburg (2) 4	M	A Journey Without Elle	Anywhere	—	L1: None R1: Milla+250	Ldg, Jude, Milla, Mzt
13-14	Debt Repayment Interval	E	The Land of Canaan Appears	Marksburg	—		Ldg, Jude, Milla, Rwn, Gaius, Mzt
13-14	Debt Repayment Interval	M	Call from Vera 8	Anywhere	After debt repayment		Ldg
14	Spirius Corporation (5) 8	M	The Power to Cross Time	Anywhere	—	L1: None R1: None	Ldg, Gaius, Mzt
14-15	Debt Repayment Interval	M	Muzét and Rideaux	Anywhere	—	L1: None R1: Mzt+250	Ldg, Jude, Gaius, Mzt
14-15	Debt Repayment Interval	M	Ivar's Duties	Anywhere	—	L1: Gaius+250 R1: None	Ldg, Milla, Gaius, Mzt
15-16	Debt Repayment Interval	M	Julius' Watch	Anywhere	—	L1: Jude+250 R1: None	Ldg, Jude, Alv, Elz, Leia
16	Land of Canaan 1	E	Haven't Tried It	Anywhere Other than the Land of Canaan	After getting party in the Land of Canaan		Milla, Alv, Elz, Rwn, Mzt

No Time Limit

Start Time			Title	Location	Condition	Choices	Required Members
1	Stribog Line-Stribog Line (FD) 1	C	Skill Acquired - Jude (1)	Anywhere	Jude-1000 affinity or more		Jude
1	Stribog Line-Stribog Line (FD) 1	C	Skill Acquired - Jude (2)	Anywhere	Jude-4000 affinity or more		Jude
1	Stribog Line-Stribog Line (FD) 1	C	Skill Acquired - Jude (3)	Anywhere	Jude-8000 affinity or more		Jude
1	Stribog Line-Stribog Line (FD) 1	C	Skill Acquired - Jude (4)	Anywhere	Jude-17500 affinity or more		Jude
Monster in the Alleyway	Marksburg 2	C	Skill Acquired - Leia (1)	Anywhere	Leia-1000 affinity or more		Leia
Monster in the Alleyway	Marksburg 2	C	Skill Acquired - Leia (2)	Anywhere	Leia-4000 affinity or more		Leia
Monster in the Alleyway	Marksburg 2	C	Skill Acquired - Leia (3)	Anywhere	Leia-8000 affinity or more		Leia
Monster in the Alleyway	Marksburg 2	C	Skill Acquired - Leia (4)	Anywhere	Leia-17500 affinity or more		Leia
4-5	Debt Repayment Interval	C	Skill Acquired - Rowen (1)	Anywhere	Rwn-1000 affinity or more		Rwn
4-5	Debt Repayment Interval	C	Skill Acquired - Rowen (2)	Anywhere	Rwn-4000 affinity or more		Rwn
4-5	Debt Repayment Interval	C	Skill Acquired - Rowen (3)	Anywhere	Rwn-8000 affinity or more		Rwn
4-5	Debt Repayment Interval	C	Skill Acquired - Rowen (4)	Anywhere	Rwn-17500 affinity or more		Rwn
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) START	C	Skill Acquired - Alvin (1)	Anywhere	Alv-1000 affinity or more		Alv
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) START	C	Skill Acquired - Alvin (2)	Anywhere	Alv-4000 affinity or more		Alv
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) START	C	Skill Acquired - Alvin (3)	Anywhere	Alv-8000 affinity or more		Alv
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) START	C	Skill Acquired - Alvin (4)	Anywhere	Alv-17500 affinity or more		Alv
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	C	Skill Acquired - Elize (1)	Anywhere	Elz-1000 affinity or more		Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	C	Skill Acquired - Elize (2)	Anywhere	Elz-4000 affinity or more		Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	C	Skill Acquired - Elize (3)	Anywhere	Elz-8000 affinity or more		Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	C	Skill Acquired - Elize (4)	Anywhere	Elz-17500 affinity or more		Elz
5-6	Debt Repayment Interval	E	King Kitty	Anywhere	Catch 50 cats		Jude, Alv, Leia, Elle
5-6	Debt Repayment Interval	C	Leia's Mail	Anywhere	After starting Leia Episode 1	L1: Alv+250 R1: Leia+250	Ldg, Alv, Leia
7	Milla's Shrine (FD)-Nia Khera (FD) 6	C	Skill Acquired - Other Milla (1)	Anywhere	Milla-1000 affinity or more		Milla
7	Milla's Shrine (FD)-Nia Khera (FD) 6	C	Skill Acquired - Other Milla (2)	Anywhere	Milla-4000 affinity or more		Milla
7	Milla's Shrine (FD)-Nia Khera (FD) 6	C	Skill Acquired - Other Milla (3)	Anywhere	Milla-8000 affinity or more		Milla
7-8	Debt Repayment Interval	E	The Pleasant Town of Sharilton	Sharilton	—	L1: Rwn+250 R1: None	Ldg, Elz, Rwn
7-8	Debt Repayment Interval	C	Rowen and Marcia	Akhalteke Line (FD)	After starting Rowen Episode 1	L1: Rwn+250 R1: None	Ldg, Elz, Rwn
7-8	Debt Repayment Interval	C	Leia and Agria	Bermia Gorge (FD)	After starting Leia Episode 2	L1: None R1: None	Ldg, Alv, Leia
A Song Echoes Through the Falls	Aladhi Seahaven (3) 3	C	Skill Acquired - Muzét (1)	Anywhere	Mzt-1000 affinity or more		Mzt
A Song Echoes Through the Falls	Aladhi Seahaven (3) 3	C	Skill Acquired - Muzét (2)	Anywhere	Mzt-4000 affinity or more		Mzt
A Song Echoes Through the Falls	Aladhi Seahaven (3) 3	C	Skill Acquired - Muzét (3)	Anywhere	Mzt-8000 affinity or more		Mzt
A Song Echoes Through the Falls	Aladhi Seahaven (3) 3	C	Skill Acquired - Muzét (4)	Anywhere	Mzt-17500 affinity or more		Mzt
8-9	Debt Repayment Interval	E	Monsters and Humans	Xian Du	—		Alv, Rwn, Gaius, Elle
8-9	Debt Repayment Interval	C	Elle and the Other Milla	Anywhere	After starting Milla Episode 2		Milla, Elle
8-9	Debt Repayment Interval	C	Alvin's Profession?	Anywhere	After Alvin Episode 2	L1: None R1: Alv+250	Ldg, Alv, Leia
Gaius Trial	Trigleph (3) 1	C	Skill Acquired - Gaius (1)	Anywhere	Gaius-1000 affinity or more		Gaius
Gaius Trial	Trigleph (3) 1	C	Skill Acquired - Gaius (2)	Anywhere	Gaius-4000 affinity or more		Gaius
Gaius Trial	Trigleph (3) 1	C	Skill Acquired - Gaius (3)	Anywhere	Gaius-8000 affinity or more		Gaius
Gaius Trial	Trigleph (3) 1	C	Skill Acquired - Gaius (4)	Anywhere	Gaius-17500 affinity or more		Gaius
9-10	Debt Repayment Interval	E	Poker	Duval	Poker Face		Jude, Rwn, Leia, Gaius, Mzt
9-10	Debt Repayment Interval	E	Elite Hunter	Anywhere	Elite Monster	L1: None R1: Mzt+250	Ldg, Alv, Elz, Gaius, Mzt
9-10	Debt Repayment Interval	C	Leia Report	Fennmont	After Leia Episode 3		Ldg, Alv, Leia
9-10	Debt Repayment Interval	C	I Wanna Live Like Common People	Trigleph	Gaius Episode 1	L1: None R1: None	Ldg, Gaius, Mzt
10-11	Debt Repayment Interval	E	Drellin's Famous Product	Drellin	—		Ldg, Rwn, Gaius, Elle
10-11	Debt Repayment Interval	C	Jude and Spyrite	Labari Hollow	After Jude Episode 3	L1: Jude+250 R1: None	Ldg, Jude
12	Trigleph (4)-Sharilton (FD) 2	C	Skill Acquired - Milla (1)	Anywhere	Milla-1000 affinity or more		Milla
12	Trigleph (4)-Sharilton (FD) 2	C	Skill Acquired - Milla (2)	Anywhere	Milla-4000 affinity or more		Milla
12	Trigleph (4)-Sharilton (FD) 2	C	Skill Acquired - Milla (3)	Anywhere	Milla-8000 affinity or more		Milla
12	Trigleph (4)-Sharilton (FD) 2	C	The Pleasant Town of Sharilton	Interval 7-8	Milla-17500 affinity or more		Milla
12-13	Debt Repayment Interval	E	We Are Battle Masters	Duval	Win 100000 chips or more	L1: None R1: Alv+250	Ldg, Milla, Alv, Rwn, Leia, Gaius
12-13	Debt Repayment Interval	C	Alvin's Past	Nia Khera Spiritway (FD)	After Alvin Episode 4 2	L1: None R1: None L1: None R1: Leia+250	Ldg, Leia
13-14	Debt Repayment Interval	C	Elympion and Rieze Maxian Relations	Old Vicalle Mine	After Alvin Episode 3 3		Elz, Rwn
13-14	Debt Repayment Interval	C	Endearing Gaius	Sapstrath Deepwood	After Gaius Episode 3 1	L1: Gaius+250 R1: None	Ldg, Mzt, Gaius
14-15	Debt Repayment Interval	C	Ludger's GHS	Anywhere	Start of Milla Episode 5	L1: Milla+250 R1: None	Ldg, Jude, Milla
14-15	Debt Repayment Interval	C	The Voice of Muzét's Spirit (1)	Bermia Gorge(FD)	After Muzét Episode 2 1	L1: None R1: Mzt+250	Ldg, Mzt, Gaius
14-15	Debt Repayment Interval	C	The Voice of Muzét's Spirit (2)	Felgana Mine	After Muzét Episode 3 2	L1: Mzt+250 R1: None	Ldg, Mzt, Gaius
15-16	Debt Repayment Interval	C	The Secret of Jude and Milla	Kijara Seafalls	After Jude Episode 5 2	L1: Milla+250 R1: Jude+250	Ldg, Jude, Milla
15-16	Debt Repayment Interval	C	The Truth About the Temporal Crossroads	Temporal Crossroads (FD)	After Milla Episode 6 1	L1: Milla+250 R1: Jude+250	Ldg, Jude, Milla
15-16	Debt Repayment Interval	C	Elize in Paradise	Sharilton (FD)	After Elize Episode 4 2	L1: None R1: Elz+250	Ldg, Elz, Rwn
15-16	Debt Repayment Interval	C	Guiding Rowen	Anywhere	At the start of Rowen Episode 4	L1: Elz+250 R1: None	Ldg, Elz, Milla
16	Land of Canaan START	C	Emperor Kitty	Anywhere	Catch 100 cats	L1: None R1: None	Ldg, Milla, Elz, Gaius
16	Land of Canaan 1	C	Elle's Souvenir	Other than Land of Canaan	After going to the Land of Canaan		Ldg, Milla, Leia, Gaius, Mzt
16	Land of Canaan 1	C	That Which Creates the Future	Anywhere	After Bonus Episode 6		Rwn, Jude, Milla
After Clearing the Game	—	E	EX Mode at the Colosseum	Anywhere	Have cleared game & completed Coliseum advance tag mode three times.		Milla, Rwn, Alv, Mzt
After Clearing the Game	—	E	The Mysterious Four at the Colosseum	Anywhere	Have cleared game & seen Coliseum hero ending.	L1: Mzt+250 R1: Gaius+250	Ldg, Milla, Jude, Gaius, Mzt
After Clearing the Game	—	E	Muzét's Assumption	Illusionary Darkness	Have not cleared Illusionary Darkness		Ldg, Milla, Mzt, Gaius
After Clearing the Game	—	E	Milla's Assumption	Illusionary Darkness	Have cleared Illusionary Darkness		Ldg, Jude, Milla, Mzt

Item Data

Consumables

Legend: S =Shop, W =Win, B =Bag, L =Special, T =Treasure

Name	Buy	Sell	Use	Effect	How to Get
Apple Gel	100	10	Moving	Restores 30% HP.	S Vending Machine
			Combat		B Torbalan Highroad [8%]
Lemon Gel	1000	100	Moving	Restores 60% HP.	S Vending Machine
			Combat		B Barnauer Highroad [10%]
Orange Gel	250	25	Moving	Restores 30% TP.	S Vending Machine
			Combat		B Alest Highroad [8%]
Pineapple Gel	1500	150	Moving	Restores 60% TP.	S Vending Machine
			Combat		B Arklund Quag [10%]
Melange Gel	1000	100	Moving	Restores 30% HP and TP.	S Vending Machine
			Combat		W Gentleman [35%]
Miracle Gel	—	300	Moving	Restores 60% HP and TP.	L After clearing game
			Combat		W Gentlefreet [65%]

Treat	5000	500	Moving	Restores 30% of the party's HP.	L	Debt Repayment Interval 15-16
			Combat		S	Orda Palace (After clearing game)
Heavy Treat	—	1000	Moving	Restores 60% of the party's HP.	L	After clearing game
			Combat		W	Magma Dragon (Coliseum) [50%]
Specific	5000	500	Moving	Restores 30% of the party's TP.	L	Debt Repayment Interval 15-16
			Combat		S	Orda Palace (After clearing game)
Specific Plus	—	1000	Moving	Restores 60% of the party's TP.	L	After clearing game
			Combat		W	Elize (Coliseum) [50%]
Elixir	—	2000	Moving	Fully restores HP and TP, cures KO and all status abnormalities.	L	Debt Repayment Interval 15-16
			Combat		T	Fezebel Marsh
Omega Elixir	—	3000	Moving	Fully restores HP and TP, cures KO and all status abnormalities for the entire party.	L	After clearing game
			Combat		W	Mint (Coliseum) [7%]
Life Bottle	500	50	Moving	Cures KO and restores 30% HP and 15% TP at the time of revival.	S	Vending Machine
			Combat		B	Alest Highroad [8%]

Panacea Bottle	300	30	Moving	Heals all physical and magical ailments.	S	Vending Machine
			Combat		S	Trigleph
Syrup Bottle	700	70	Moving	Prevents all physical and magical ailments.	S	Vending Machine
			Combat		S	Trigleph
Holy Bottle	400	40	Moving	Allows you to avoid encounters with weaker enemies for a time.	S	Vending Machine
			Combat		B	Arklund Quag [8%]
Dark Bottle	400	40	Moving	For a time, enemies will become more aggresive and encounter you frequently.	S	Vending Machine
			Combat		B	Arklund Quag [8%]
Ice Pop	100	10	Moving	Restores 10% HP. If you get a W Stick, you get another for free!	S	Sharilton
			Combat		B	Epsilla Ruins (Fractured) [8%]
Win Stick	—	10	Moving	A lucky W for an Ice Pop. You can bring it to the snack bar and get another one for free!		Use Ice Pop
			Combat		B	Aladhi Trail [4%]
Lose Stick	—	10	Moving	An unfortunate loss found in an Ice Pop. Bring it back to the snack bar and get a whole lot of nothing. Losing sure sucks!		Use Ice Pop
			Combat		B	Arklund Quag [8%]
All-Divide	—	2000	Moving	Cuts damage for allies and enemies by 50%. Use it again to return damage to normal. How mysterious!	L	After clearing game
			Combat		W	Milla (Coliseum) [50%]
Hourglass	—	3000	Moving	Stops enemies for a fixed period of time. A mystical item that can turn the tables on a sticky situation!	L	After clearing game
			Combat		W	Chronos (3) [100%]

Sage	40000	400	Moving	Increases max HP by 10.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Brutaur (Coliseum) [4%]
Savory	40000	400	Moving	Increases max TP by 10.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Bluetaur (Coliseum) [2%]
Lavender	30000	300	Moving	Increases STR by 1.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Exoplasma (Coliseum) [4%]
Verbena	30000	300	Moving	Increases VIT by 1.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Fire Teagle (Coliseum) [4%]
Chamomile	30000	300	Moving	Increases INT by 1.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Exoplasma (Coliseum) [4%]
Basil	30000	300	Moving	Increases PSY by 1.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Dark Teagle (Coliseum) [4%]

Saffron	30000	300	Moving	Increases AGI by 1.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Fire Teagle (Coliseum) [4%]
Jasmine	30000	300	Moving	Increases DEX by 1.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Dark Teagle (Coliseum) [4%]
Blue Sage	80000	800	Moving	Increases max HP by 20.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Alvin (Coliseum) [4%]
Blue Savory	80000	800	Moving	Increases max TP by 20.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Elize (Coliseum) [4%]
Blue Lavender	60000	600	Moving	Increases STR by 2.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Gaius (Coliseum) [4%]
Blue Verbena	60000	600	Moving	Increases VIT by 2.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Leia (Coliseum) [4%]

Blue Chamomile	60000	600	Moving	Increases INT by 2.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Rowen (Coliseum) [4%]
Blue Basil	60000	600	Moving	Increases PSY by 2.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Muzét (Coliseum) [4%]
Blue Saffron	60000	600	Moving	Increases AGI by 2.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Jude (Coliseum) [4%]
Blue Jasmine	60000	600	Moving	Increases DEX by 2.	S	Sapstrath Deepwood (After clearing game)
			Combat		W	Milla (Coliseum) [4%]
Red Sage	—	1200	Moving	Increases max HP by 30.	W	Coliseum Tag Mode Junior cleared
			Combat			
Red Savory	—	1200	Moving	Increases max TP by 30.	W	Coliseum Tag Mode Junior cleared
			Combat			
Red Lavender	—	900	Moving	Increases STR by 3.	W	Coliseum Tag Mode Junior cleared
			Combat			
Red Verbena	—	900	Moving	Increases VIT by 3.	W	Coliseum Tag Mode Junior cleared
			Combat			

Red Chamomile	—	900	Moving Combat	Increases INT by 3.	W	Coliseum Tag Mode Junior cleared
Red Basil	—	900	Moving Combat	Increases PSY by 3.	W	Coliseum Tag Mode Junior cleared
Red Saffron	—	900	Moving Combat	Increases AGI by 3.	W	Coliseum Tag Mode Junior cleared
Red Jasmine	—	900	Moving Combat	Increases DEX by 3.	W	Coliseum Tag Mode Junior cleared
Kitty Krisps	—	300	Moving Combat	Cuts return time by 10% when used in Kitty Dispatch.	B W	Aladhi Trail [8%] Snow Cougar (Coliseum) [50%]
Gummy Fishies	—	400	Moving Combat	Cuts return time by 15% when used in Kitty Dispatch.	B T	Galia Trail [8%] Trigleph
Catnip	—	500	Moving Combat	Cuts return time by 25% when used in Kitty Dispatch.	B W	Arklund Quag [8%] Sonny (Catalyst) [100%]
Kitty Toy	—	1000	Moving Combat	Cuts return time by 35% when used in Kitty Dispatch.	T P	Trigleph Poker prize (1500)
Royal Feast	—	1500	Moving Combat	Triples the chance of receiving a rare item when used in Kitty Dispatch.	T W	Trigleph Snow Cougar (Coliseum) [1%]
Gold Dice	—	2000	Moving Combat	Increases the chances of getting a flush while playing poker.	L W	After clearing game Ludger's Shadow [50%]

Silver Dice	—	2000	Moving	Increases the chances of geting a Joker while playing poker.	L	After clearing game
			Combat		W	Jude's Shadow (1) [100%]
Friendship Potion	—	—	Moving	Use this on someone, and they are bound to like you more! Some liquid lovin'!	P	Poker prize (20000)
			Combat		O	After repaying debt 186000

Item Data

Dishes

Legend: S =Shop, W =Win, B =Bag, L =Special, T =Treasure

Name	Buy	Sell	Effect	Qty.	How to Get
Sandwich (Small)	300	30	Restores 25% HP at the end of battle. (Duration: 3 Battles)	3	S Aladhi Seahaven B Alest Highroad [8%]
Sandwich (Medium)	1200	120	Restores 25% HP at the end of battle. (Duration: 5 Battles)	5	S Aladhi Seahaven S Sapstrath Seahaven
Sandwich (Large)	—	240	Restores 25% HP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
French Toast (Small)	1200	120	Restores 50% HP at the end of battle. (Duration: 3 Battles)	3	S Kanbalar B Aladhi Trail [8%]
French Toast (Medium)	2400	240	Restores 50% HP at the end of battle. (Duration: 5 Battles)	5	S Kanbalar S Kijara Seafalls
French Toast (Large)	—	360	Restores 50% HP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —

Croquette Bun (Small)	2400	240	Restores 75% HP at the end of battle. (Duration: 2 Battles)	2	S	Leronde (After clearing game)
						—
Croquette Bun (Medium)	4800	480	Restores 75% HP at the end of battle. (Duration: 4 Battles)	4	S	Leronde (After clearing game)
					T	Fennmont
Croquette Bun (Large)	—	720	Restores 75% HP at the end of battle. (Duration: 10 Battles)	10	L	After clearing game
					W	Jiao (Coliseum) [30%]
Pudding Cake (Small)	300	30	Restores 25% TP at the end of battle. (Duration: 3 Battles)	3	S	Aladhi Seahaven
					B	Epsilla Ruins (Fractured) [8%]
Pudding Cake (Medium)	1200	120	Restores 25% TP at the end of battle. (Duration: 5 Battles)	5	S	Aladhi Seahaven
					S	Kanbalar
Pudding Cake (Large)	—	240	Restores 25% TP at the end of battle. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—
Chocolate Parfait (Small)	1200	120	Restores 50% TP at the end of battle. (Duration: 3 Battles)	3	S	Kanbalar
					B	Galia Trail [8%]
Chocolate Parfait (Medium)	2400	240	Restores 50% TP at the end of battle. (Duration: 5 Battles)	5	S	Kanbalar
					S	Kijara Seafalls
Chocolate Parfait (Large)	—	360	Restores 50% TP at the end of battle. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—

Peach Pie (Small)	2400	240	Restores 75% TP at the end of battle. (Duration: 2 Battles)	2	S Leronde (After clearing game) W Alvin (Fractured) [100%]
Peach Pie (Medium)	4800	480	Restores 75% TP at the end of battle. (Duration: 4 Battles)	4	S Leronde (After clearing game) T Xian Du
Peach Pie (Large)	—	720	Restores 75% TP at the end of battle. (Duration: 10 Battles)	10	L After clearing game W Agria (Coliseum) [30%]
Tofu Cracker (Small)	300	30	Restores 15% HP and TP at the end of battle. (Duration: 3 Battles)	3	S Kanbalar B Fort Gandala [8%]
Tofu Cracker (Medium)	1200	120	Restores 15% HP and TP at the end of battle. (Duration: 5 Battles)	5	S Kanbalar B Epsilla Ruins (Fractured) [8%]
Tofu Cracker (Large)	—	240	Restores 15% HP and TP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Fruit 'n' Cheese (Small)	1200	120	Restores 30% HP and TP at the end of battle. (Duration: 3 Battles)	3	S Drellin B Arklund Quag [8%]
Fruit 'n' Cheese (Medium)	2400	240	Restores 30% HP and TP at the end of battle. (Duration: 5 Battles)	5	S Xian Du S Drellin
Fruit 'n' Cheese (Large)	—	360	Restores 30% HP and TP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 9-10 W Wingul (Coliseum) [30%]

Croquette Parfait (Small)	2400	240	Restores 50% HP and TP at the end of battle. (Duration: 2 Battles)	2	S	Leronde (After clearing game)
						—
Croquette Parfait (Medium)	4800	480	Restores 50% HP and TP at the end of battle. (Duration: 4 Battles)	4	S	Leronde (After clearing game)
						—
Croquette Parfait (Large)	—	720	Restores 50% HP and TP at the end of battle. (Duration: 10 Battles)	10	L	After clearing game
					W	Judgment (Coliseum) [50%]
Meat Sauce Pasta (Small)	250	25	Boosts P.ATK and A.ATK by 10% during battle. (Duration: 3 Battles)	3	S	Aladhi Seahaven
					B	Barnauer Highroad [8%]
Meat Sauce Pasta (Medium)	1000	100	Boosts P.ATK and A.ATK by 10% during battle. (Duration: 5 Battles)	5	S	Aladhi Seahaven
					S	Kanbalar
Meat Sauce Pasta (Large)	—	150	Boosts P.ATK and A.ATK by 10% during battle. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—
Soba Omelette (Small)	1000	100	Boosts P.ATK and A.ATK by 20% during battle. (Duration: 3 Battles)	3	S	Kanbalar
					B	Fort Gandala [8%]
Soba Omelette (Medium)	2000	200	Boosts P.ATK and A.ATK by 20% during battle. (Duration: 5 Battles)	5	S	Kanbalar
					S	Kijara Seafalls
Soba Omelette (Large)	—	300	Boosts P.ATK and A.ATK by 20% during battle. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—

Takoyaki Ramen (Small)	2000	200	Boosts P.ATK and A.ATK by 30% during battle. (Duration: 2 Battles)	2	S	Leronde (After clearing game)
					T	Spirius Corporation
Takoyaki Ramen (Medium)	4000	400	Boosts P.ATK and A.ATK by 30% during battle. (Duration: 4 Battles)	4	S	Leronde (After clearing game)
						—
Takoyaki Ramen (Large)	—	600	Boosts P.ATK and A.ATK by 30% during battle. (Duration: 10 Battles)	10	L	After clearing game
						—
Yakisoba Noodles (Small)	250	25	Boosts P.DEF and A.DEF by 20% during battle. (Duration: 3 Battles)	3	S	Aladhi Seahaven
					B	Fort Gandala [8%]
Yakisoba Noodles (Medium)	1000	100	Boosts P.DEF and A.DEF by 20% during battle. (Duration: 5 Battles)	5	S	Aladhi Seahaven
					S	Kanbalar
Yakisoba Noodles (Large)	—	150	Boosts P.DEF and A.DEF by 20% during battle. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—
Veggie Sticks (Small)	1000	100	Boosts P.DEF and A.DEF by 30% during battle. (Duration: 3 Battles)	3	S	Kanbalar
					B	Aladhi Trail [8%]
Veggie Sticks (Medium)	2000	200	Boosts P.DEF and A.DEF by 30% during battle. (Duration: 5 Battles)	5	S	Kanbalar
					S	Kijara Seafalls
Veggie Sticks (Large)	—	300	Boosts P.DEF and A.DEF by 30% during battle. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—
Seaweed Salad (Small)	2000	200	Boosts P.DEF and A.DEF by 40% during battle. (Duration: 2 Battles)	2	S	Leronde (After clearing game)
						—

Seaweed Salad (Medium)	4000	400	Boosts P.DEF and A.DEF by 40% during battle. (Duration: 4 Battles)	4	S	Leronde (After clearing game)
						—
Seaweed Salad (Large)	—	600	Boosts P.DEF and A.DEF by 40% during battle. (Duration: 10 Battles)	10	L	After clearing game
						—
Potato Salad (Small)	250	25	Boosts P&A.ATK / P&A.DEF by 5% during battle. (Duration: 3 Battles)	3	S	Aladhi Seahaven
					B	Arklund Quag [8%]
Potato Salad (Medium)	1000	100	Boosts P&A.ATK / P&A.DEF by 5% during battle. (Duration: 4 Battles)	4	S	Aladhi Seahaven
					S	Kanbalar
Potato Salad (Large)	—	150	Boosts P&A.ATK / P&A.DEF by 5% during battle. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—
Fruit Salad (Small)	1000	100	Boosts P&A.ATK / P&A.DEF by 10% during battle. (Duration: 3 Battles)	3	S	Kanbalar
					B	Fort Gandala [8%]
Fruit Salad (Medium)	2000	200	Boosts P&A.ATK / P&A.DEF by 10% during battle. (Duration: 5 Battles)	5	S	Kanbalar
					T	Kanbalar
Fruit Salad (Large)	—	300	Boosts P&A.ATK / P&A.DEF by 10% during battle. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—
Fruit Yakisoba (Small)	2000	200	Boosts P&A.ATK / P&A.DEF by 25% during battle. (Duration: 2 Battles)	2	S	Drellin
					B	Catamar Heights [8%]
Fruit Yakisoba (Medium)	4000	400	Boosts P&A.ATK / P&A.DEF by 25% during battle. (Duration: 4 Battles)	4	S	Xian Du
					S	Drellin

Fruit Yakisoba (Large)	—	600	Boosts P&A.ATK / P&A.DEF by 25% during battle. (Duration: 10 Battles)	10	L	Debt Repayment Interval 9-10
						—
Soda Rice (Small)	500	50	Receive 30% more EXP. (Duration: 3 Battles)	3	S	Leronde (After clearing game)
					T	Helioborg Research Station
Soda Rice (Medium)	2000	200	Receive 30% more EXP. (Duration: 5 Battles)	5	S	Leronde (After clearing game)
						—
Soda Rice (Large)	—	300	Receive 30% more EXP. (Duration: 12 Battles)	12	L	After clearing game
						—
Beef Bowl (Small)	2000	200	Receive 50% more EXP. (Duration: 2 Battles)	2	S	Leronde (After clearing game)
						—
Beef Bowl (Medium)	4000	400	Receive 50% more EXP. (Duration: 4 Battles)	4	S	Leronde (After clearing game)
						—
Beef Bowl (Large)	—	600	Receive 50% more EXP. (Duration: 10 Battles)	10	L	After clearing game
						—
Spicy Chicken Roll (Small)	4000	400	Receive 80% more EXP. (Duration: 1 Battles)	1	S	Leronde (After clearing game)
					T	Oscore (Fractured)
Spicy Chicken Roll (Medium)	8000	800	Receive 80% more EXP. (Duration: 3 Battles)	3	S	Leronde (After clearing game)
						—

Spicy Chicken Roll (Large)	—	1200	Receive 80% more EXP. (Duration: 8 Battles)	8	L	After clearing game
						—
Mabo Curry (Small)	500	50	Receive 30% more Gald. (Duration: 3 Battles)	3	S	Aladhi Seahaven
					B	Catamar Heights [8%]
Mabo Curry (Medium)	2000	200	Receive 30% more Gald. (Duration: 5 Battles)	5	S	Aladhi Seahaven
					S	Kanbalar
Mabo Curry (Large)	—	300	Receive 30% more Gald. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
						—
Tofu Miso Soup (Small)	2000	200	Receive 50% more Gald. (Duration: 2 Battles)	2	S	Leronde (After clearing game)
					T	E.S.S. Pelune
Tofu Miso Soup (Medium)	4000	400	Receive 50% more Gald. (Duration: 4 Battles)	4	S	Leronde (After clearing game)
						—
Tofu Miso Soup (Large)	—	600	Receive 50% more Gald. (Duration: 10 Battles)	10	L	After clearing game
					W	Arena Gate (Coliseum) [50%]
Seafood Stew (Small)	4000	400	Receive 80% more Gald. (Duration: 1 Battle)	1	S	Leronde (After clearing game)
					T	Nia Khera
Seafood Stew (Medium)	8000	800	Receive 80% more Gald. (Duration: 3 Battles)	3	S	Leronde (After clearing game)
					T	Leronde

Seafood Stew (Large)	—	1200	Receive 80% more Gald. (Duration: 8 Battles)	8	L	After clearing game
						—
Orange Soup (Small)	500	50	Receive 15% more EXP and Gald. (Duration: 3 Battles)	3	S	Leronde (After clearing game)
						—
Orange Soup (Medium)	2000	200	Receive 15% more EXP and Gald. (Duration: 5 Battles)	5	S	Leronde (After clearing game)
					T	Sharilton
Orange Soup (Large)	—	300	Receive 15% more EXP and Gald. (Duration: 13 Battles)	13	L	After clearing game
						—
Pot au Feu (Small)	2000	200	Receive 30% more EXP and Gald. (Duration: 2 Battles)	2	S	Leronde (After clearing game)
						—
Pot au Feu (Medium)	4000	400	Receive 30% more EXP and Gald. (Duration: 4 Battles)	4	S	Leronde (After clearing game)
					T	Hamil
Pot au Feu (Large)	—	600	Receive 30% more EXP and Gald. (Duration: 10 Battles)	10	L	After clearing game
						—
Creamy Beef Bowl (Small)	4000	400	Receive 50% more EXP and Gald. (Duration: 1 Battle)	1	S	Leronde (After clearing game)
						—
Creamy Beef Bowl (Medium)	8000	800	Receive 50% more EXP and Gald. (Duration: 3 Battles)	3	S	Leronde (After clearing game)
						—

Creamy Beef Bowl (Large)	—	1200	Receive 50% more EXP and Gald. (Duration: 8 Battles)	8	L	After clearing game
						—
Tomato Omelette (Small)	500	50	Receive 30% more Elemental Ore. (Duration: 3 Battles)	3	S	Aladhi Seahaven
					B	Sapstrath Highroad (Fractured) [10%]
Tomato Omelette (Medium)	2000	200	Receive 30% more Elemental Ore. (Duration: 5 Battles)	5	S	Aladhi Seahaven
					S	Kanbalar
Tomato Omelette (Large)	—	300	Receive 30% more Elemental Ore. (Duration: 13 Battles)	13	L	Debt Repayment Interval 5-6
					W	Ludger (Coliseum) [50%]
Minestrone (Small)	2000	200	Receive 50% more Elemental Ore. (Duration: 2 Battles)	2	S	Aladhi Seahaven
					S	Kanbalar
Minestrone (Medium)	4000	400	Receive 50% more Elemental Ore. (Duration: 4 Battles)	4	S	Aladhi Seahaven
					S	Kanbalar
Minestrone (Large)	—	600	Receive 50% more Elemental Ore. (Duration: 10 Battles)	10	L	Debt Repayment Interval 5-6
						—
Tomato a la Mode (Small)	4000	400	Receive 80% more Elemental Ore. (Duration: 1 Battle)	1	S	Leronde (After clearing game)
					T	Oscore (Fractured)
Tomato a la Mode (Medium)	8000	800	Receive 80% more Elemental Ore. (Duration: 3 Battles)	3	S	Leronde (After clearing game)
						—
Tomato a la Mode (Large)	—	1200	Receive 80% more Elemental Ore. (Duration: 8 Battles)	8	L	After clearing game
						—

Item Data

Headgear

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Helm (Men)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Leather Helm	35	34	—	230	23	—	S Aladhi Seahaven
Iron Helm	45	43	—	290	29	—	S Aladhi Seahaven
Bronze Helm	78	72	—	460	46	—	S Kijara Seafalls
Armet Helm	122	110	—	860	86	—	S Sharilton
Silver Helm	177	158	—	1140	114	—	S Fennmont
Hard Hat	220	196	Strike 20%	—	114	Stun Resist +10%	L Debt Repayment Interval 7-8
Duel Helm	242	215	—	2860	286	—	S Fennmont
Fire Helm	270	239	Water 30%	—	286	VIT +5%	L Debt Repayment Interval 9-10
Nightmare Helm	297	262	Light 30%	—	372	PSY+5%	L Chapter 11 Spirius Corp. (4)
Gothic Helm	302	267	—	4010	401	—	S Drellin

Mythril Helm	335	296	—	4290	429	—	S Drellin
Demon Helm	357	315	—	—	429	Restores 3% HP when enemy defeated	L Debt Repayment Interval 12-13
Sacred Helm	390	343	Dark 30%	4860	486	—	S Xian Du
The Black Helm	406	358	Light 25%,Dark 100%	—	10	PSY+10%	A Golem Slayer Wanted
Dragon Helm	423	372	Fire 30%	—	1430	VIT +5%	L Debt Repayment Interval 15-16
General Helm	454	411	—	18000	1800	INT+5%	S Fennmont (After beating the game)
Rare Helm	461	405	—	18000	1800	—	S Fennmont (After beating the game)
Star Helm	507	461	Dark 30%	—	4000	Restores 5% HP at regular intervals	L After beating the game
Golden Helm	515	453	Shoot 10%	—	4000	Ailment resistance +20%	L After beating the game
Glorious Helm	597	524	Slash 10%	32000	3200	Stun resistance +10%	S Felgana Mine (Coliseum Tag beat Elite rank)
Light ning Helm	574	509	Fire, Wind, Light 30%	32000	3200	PSY+5%	S Felgana Mine (Coliseum Tag beat Elite rank)
Fateful Helm - Ludger	663	596	Light Dark 30%	—	10000	Confusion resistance +30% / Poison resistance+30%	L Coliseum Tag beat Elite rank
Unrelenting Helm - Alvin	649	561	Water 30%, Strike 10%	—	10000	Skillseal resistance +30%	L Coliseum Tag beat Elite rank
Unforgiven - Alvin	681	596	Shoot 10%	—	10000	Nausea resist+30% / 20% Chance of auto-revive from K.O.	L Coliseum Tag beat Elite rank
Karura Helm - Gaius	672	589	Strike 10%	—	10000	Weakness resistance+30% / PSY+5%	L Coliseum Tag beat Elite rank

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Hat (Men)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Knit Cap	34	34	—	220	22	—	S Aladhi Seahaven
Round Straw Hat	45	43	—	270	27	—	S Aladhi Seahaven
Fine Hat	76	71	—	440	44	—	S Kijara Seafalls
Silver Hat	118	107	—	820	82	—	S Sharilton
Tiger Cap	342	306	Slash 10%	—	410	When enemy defeated HP3% Restore	L Debt Repayment Interval 12-13
Happy Hat	373	333	—	4640	464	—	S Xian Du
Doctor Cap	410	355	—	—	1365	INT+5%	L Debt Repayment Interval 15-16
Hero's Hat	404	361	—	—	1365	PSY+5%	L Debt Repayment Interval 15-16
Hunting Beret	170	154	—	1090	109	—	S Fennmont
Chapka	212	190	Water 30%, Strike 10%	—	109	—	L Debt Repayment Interval 7-8
Cowboy Hat	232	209	—	2730	273	—	S Fennmont
Green Beret	258	232	Earth 30%	—	273	AGI +5%	L Debt Repayment Interval 9-10
Red Beret	441	393	—	18000	1800	—	S Fennmont (After beating the game)
Viking Hat	490	447	Water 50%	—	4000	VIT +5%	L After beating the game

Fighting Cap	496	435	Fire 50%	—	4000	Burning resistance +50%	L After beating the game
Wizard's Hat - Jude,Rowen	571	509	Dark 50%	32000	3200	TP Cost 5% Reduction	S Felgana Mine (Coliseum Tag beat Elite rank)
Striped Hat	274	246	—	—	280	INT+10%	A Trouble in the Area
Earth Cap	285	255	Wind 30%	—	355	VIT +5%	L Chapter 11 Spirius Corp. (4)
Noble Hat	305	274	Fire, Wind 15%	—	382	—	L Debt Repayment Interval 11-12
Exile Hat	321	287	—	4100	410	—	S Drellin
Divine Miter	569	523	Light 50%	32000	3200	Every 10 seconds TP3% Restore	S Felgana Mine (Coliseum Tag beat Elite rank)
Tactician's Hat - Jude,Rowen	574	518	Fire, Water, Wind, Earth 25%	32000	3200	INT+5%	S Felgana Mine (Coliseum Tag beat Elite rank)
Valhalla Hat - Rowen	650	578	Slash 10%	—	10000	Bleeding resistance+30% / Casting time reduction 4%	L Coliseum Tag beat Elite rank

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Circlet (Women)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Iron Circlet	34	34	—	200	20	—	S Aladhi Seahaven
Bronze Circlet	44	45	—	250	25	—	S Aladhi Seahaven
Headdress	72	78	—	400	40	—	S Kijara Seafalls
Silver Circlet	111	121	—	760	76	—	S Sharilton
Cat Hairband	159	175	—	1010	101	—	S Fennmont

Mirage Crest	198	219	—	—	101	AGI +5%	L Debt Repayment Interval 7-8
Turtle Crest	217	240	—	2520	252	—	S Fennmont
Rune Circlet	241	267	Fire, Water, Wind, Earth, Light Dark 15%	—	252	TP Cost 5% Reduction	L Debt Repayment Interval 9-10
Wind Crest	265	294	Wind 30%	—	328	Every 5 seconds TP1% Restore	L Chapter 11 Spirius Corp. (4)
Mythril Circlet	270	300	—	3530	353	—	S Drellin
Gold Circlet	299	332	—	3780	378	—	S Drellin
Holy Circlet	318	354	Dark 30%	—	378	Every [5] seconds HP3% Restore	L Debt Repayment Interval 12-13
Platinum Circlet	347	386	—	4280	428	—	S Xian Du
Elemental Circlet	361	403	Fire, Water, Wind, Earth, Light, Dark 15%	—	480	—	A Fish Research
Angel Circlet	376	419	—	—	1260	Casting time reduction 2%	L Debt Repayment Interval 15-16
Rare Circlet	417	449	—	18000	1800	—	S Fennmont (After beating the game)
Sun Circlet	409	457	Fire, Light 35%	18000	1800	Max HP +10%	S Fennmont (After beating the game)
Queen Circlet - Milla	457	511	—	—	4000	INT+5%	L After beating the game
Moon Circlet - Leia	451	519	Dark 35%	—	4000	Every 10 seconds TP3% Restore	L After beating the game
Unusual Crest	527	581	—	32000	3200	—	S Felgana Mine (Coliseum Tag beat Elite rank)
Shining Veil - Milla	530	592	Light, Dark 20%	32000	3200	10% Chance of auto-revive from K.O.	S Felgana Mine (Coliseum Tag beat Elite rank)

Innocent Crest - Leia	538	584	Light 50%	32000	3200	TP Cost 3% Reduction	S Felgana Mine (Coliseum Tag beat Elite rank)
Immortal Circlet - Milla	618	657	Fire, Water, Wind, Earth 15%	—	10000	Ailment resist +15%	L Coliseum Tag beat Elite rank
Soleil Circlet - Leia	602	673	Darkness 30%	—	10000	Poison resist+30% / TP Cost 3% Reduction	L Coliseum Tag beat Elite rank

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Ribbon (Women)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Ribbon	34	34	—	190	19	—	S Aladhi Seahaven
Fancy Ribbon	107	119	—	720	72	—	S Sharilton
White Ribbon	117	129	Light 30%	—	72	Max HP +10%	L Chapter7 Oscore (Fractured)
Striped Ribbon	154	171	—	970	97	—	S Fennmont
Aqua Ribbon	190	213	Water 30%	—	97	INT+5%	L Debt Repayment Interval 7-8
Magical Ribbon	209	234	—	2420	242	—	S Fennmont
Elemental Ribbon	232	261	Fire, Water, Wind, Earth 15%	—	242	PSY+5%	L Debt Repayment Interval 9-10
Green Ribbon	255	287	Wind 30%	—	314	Casting time reduction 2%	L Chapter 11 Spirius Corp. (4)
Pretty Ribbon	42	46	—	240	24	—	S Aladhi Seahaven
Gothic Ribbon	260	292	—	3380	338	—	S Drellin
Versatile Ribbon	287	324	—	3620	362	—	S Drellin

Prism Ribbon	297	334	Dark 50%	—	362	Poison resistance + 50%	A Law of the Gentleman
Phoenix Ribbon	306	345	Fire 30%	—	362	Every 5 seconds HP3% Restore	L Debt Repayment Interval 12-13
Weird Ribbon	333	377	—	4110	411	—	S Xian Du
Heavenly Ribbon	361	408	—	—	1208	TP Cost 3% Reduction	L Debt Repayment Interval 15-16
Ancient Ribbon	399	439	—	18000	1800	Ailment resistance +25%	S Fennmont (After beating the game)
Plaid Ribbon	71	76	—	390	39	—	S Kijara Seafalls
Moon Ribbon	393	445	Dark 40%	18000	1800	Every 10 seconds TP3% Restore	S Fennmont (After beating the game)
Maxwell Ribbon	430	508	Fire, Water, Wind, Earth 25%	—	4000	Casting time reduction 10%	L After beating the game
Black Ribbon	440	498	Dark 50%	—	4000	Poison resistance+50%	L After beating the game
Princess Ribbon	519	577	Slash 10%	32000	3200	Every 10 seconds HP5% Restore	S Felgana Mine (Coliseum Tag beat Elite rank)
Rose Ribbon	502	563	Fire, Wind, Light 40%	32000	3200	Petrify resistance +25%	S Felgana Mine (Coliseum Tag beat Elite rank)
Dreamseed Ribbon - Elize	588	647	Light, Dark Shoot 10%	—	10000	Charm resistance+30% / Poison resistance+50%	L Coliseum Tag beat Elite rank
Freedom Ribbon - Muzét	553	645	Fire, Water, Wind, Earth, Light, Dark 10%	—	10000	Ailment resistance +25%	L Coliseum Tag beat Elite rank

Item Data

Body Armor

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Light Armor (Ludger, Jude, Leia)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Leather Guard	64	63	—	400	40	—	S Aladhi Seahaven
Lamellar Guard	83	80	—	500	50	—	S Aladhi Seahaven
Half Guard	140	131	—	800	80	—	S Kijara Seafalls
Iron Guard	217	200	—	1510	151	—	S Sharilton
Chain Guard	313	285	—	2010	201	—	S Fennmont
Breast Guard	390	354	Slash 10%	—	201	Stun resistance +15%	L Debt Repayment Interval 7-8
Moon Guard - Ludger,Leia	1041	955	Dark 70%	65000	6500	Every 10 seconds TP3% Restore / Poison resistance+50%	S Felgana Mine (Coliseum Tag beat Elite rank)
Lightning Guard - Ludger,Jude	1071	925	Fire, Wind, Light 30%	65000	6500	AGI +15%	S Felgana Mine (Coliseum Tag beat Elite rank)
Battle Guard	428	388	—	5020	502	—	S Fennmont
Mighty Guard	476	431	Strike 20%	—	502	AGI +10%	L Debt Repayment Interval 9-10

Silver Guard	505	457	—	6530	653	—	S Marksburg
Gothic Guard	533	482	—	7030	703	—	S Drellin
Mythril Guard	591	534	—	7530	753	—	S Drellin
Phoenix Guard - Ludger,Jude	629	568	Fire 30%	—	753	Every [5] seconds HP5% Restore	L Debt Repayment Interval 12-13
Innocent Guard - Leia	1060	936	Light 50%	65000	6500	TP Cost 5% Reduction / Charm resistance+50%	S Felgana Mine (Coliseum Tag beat Elite rank)
Fateful Guard - Ludger	1210	1060	Light, Dark 50%	—	14000	Charm resistance+50% / Poison resistance+50%	L Coliseum Tag beat Elite rank
Elemental Guard	658	594	Fire, Water, Wind, Earth 25%	—	780	—	A Elemental Guard - Craft
Platinum Guard	687	619	—	8540	854	—	S Xian Du
Diamond Guard	744	671	Light, Strike 20%	—	2511	VIT +10%	L Debt Repayment Interval 15-16
Rare Protector	812	731	—	35000	3500	—	S Fennmont (After beating the game)
Glorious Guard - Ludger,Jude	916	808	Slash 20%	—	8000	Stun resistance +20%	L After beating the game
Princess Guard - Leia	907	817	Shoot 20%	—	8000	INT+10%	L After beating the game
Exalted Guard - Jude	1140	1033	Water 50%,Strike 20%	—	14000	Skillseal resistance +50%	L Coliseum Tag beat Elite rank
Luminous Guard - Leia	1195	1073	Dark 50%	—	14000	Poison resistance +50% / Every 10 seconds TP3% Restore	L Coliseum Tag beat Elite rank

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Coats (Ludger, Milla, Rowen)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Trenchcoat	63	64	—	370	37	—	S Aladhi Seahaven
Leather Coat	81	83	—	470	47	—	S Aladhi Seahaven
Hard Coat	134	142	—	750	75	—	S Kijara Seafalls
Long Coat	206	220	—	1400	140	—	S Sharilton
Silver Coat	295	318	—	1870	187	—	S Fennmont
Elven Coat	367	396	Shoot 10%	—	187	DEX+10%	L Debt Repayment Interval 7-8
Aqua Gown - Milla	359	406	Fire 50%	—	187	Every 5 seconds TP3% Restore	L Debt Repayment Interval 7-8
Gothic Cardigan	403	435	—	4680	468	—	S Fennmont
Rune Coat	447	484	Fire, Water, Wind, Earth, Light, Dark 15%	—	468	INT+10%	L Debt Repayment Interval 9-10
Feather Coat	492	533	Wind 50%	—	608	AGI +10%	L Chapter 11 Spirius Corp. (4)
Mythril Coat	501	543	—	6550	655	—	S Drellin
Duality	546	592	Strike 10%	—	680	VIT +10%	A A Peaceful Family
Bloody Coat	590	641	Light 50%, Slash 10%	—	702	PSY+10%	L Debt Repayment Interval 12-13
Holy Coat	644	699	—	7960	796	—	S Xian Du
Queen Coat - Milla	698	758	Fire, Wind, Light 30%, Strike 15%	—	2340	Stun resistance +10%	L Debt Repayment Interval 15-16
Hero's Coat - Rowen	705	751	Water, Earth, Dark 30%, Shoot 15%	—	2340	Every [10] seconds HP5% Restore	L Debt Repayment Interval 15-16

Rare Coat - Milla	755	831	—	35000	3500	—	S Fennmont (After beating the game)
Coat of Secrets - Ludger, Rowen	760	826	—	35000	3500	—	S Fennmont (After beating the game)
Ancient Coat - Milla	850	924	—	—	8000	TP Cost 5% Reduction	L After beating the game
Vermillion - Ludger,Rowen	861	913	Shoot 10%	—	8000	PSY+10%	L After beating the game
Shining Coat - Milla	998	1057	Dark 50%	65000	6500	Every [10] seconds HP5% Restore	S Felgana Mine (Coliseum Tag beat Elite rank)
Tactician's Coat - Ludger, Rowen	980	1075	—	65000	6500	INT+20% / Bleeding resistance+30%	S Felgana Mine (Coliseum Tag beat Elite rank)
Eternal Coat - Milla	1134	1201	Fire, Water, Wind Earth 35%	—	14000	Ailment resistance +35%	L Coliseum Tag beat Elite rank
Martyr's Coat - Rowen	1118	1217	Slash 20%	—	14000	VIT +15% / Bleeding resistance+50%	L Coliseum Tag beat Elite rank

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Armor (Alvin, Gaius)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Hard Mail	64	63	—	430	43	—	S Aladhi Seahaven
Lamellar Leather	84	80	—	530	53	—	S Aladhi Seahaven
Iron Mail	145	134	—	850	85	—	S Kijara Seafalls
Gothic Plate	561	496	—	7440	744	—	S Drellin
Full Plate	592	523	Shoot 10%	—	744	VIT +10%	L Debt Repayment Interval 11-12

Mythril Plate	622	549	—	7970	797	—	S Drellin
Absolute	663	585	Strike 10%	—	797	Stun resistance +15%	L Debt Repayment Interval 12-13
Dragon Mail	724	638	Fire 50%	9030	903	—	S Xian Du
Chain Mail	226	204	—	1590	159	—	S Sharilton
Splint Mail	328	293	—	2130	213	—	S Fennmont
Battle Suit	409	364	—	—	213	DEX+10%	L Debt Repayment Interval 7-8
Black Mail	754	664	Light 50%, Dark 100%	—	1000	Charm resistance+50% / Poison resistance+100%	A Familial Love
Ocean Blue	785	691	Fire 100%	—	2657	Every 5 seconds HP5% Restore	L Debt Repayment Interval 15-16
Deep Crimson	791	684	Water 100%	—	2657	Every 5 seconds TP3% Restore	L Debt Repayment Interval 15-16
Rare Plate	856	753	—	35000	3500	—	S Fennmont (After beating the game)
Reflex	951	848	Fire, Water, Wind, Earth, Light, Dark 25%	—	8000	—	L After beating the game
Silver Mail	450	399	—	5310	531	—	S Fennmont
Knight Armor	501	443	—	—	531	Critical rate+5%	L Debt Repayment Interval 9-10
Rune Mail	551	487	Fire, Water, Wind, Earth, Light, Dark 15%	—	691	INT+10%	L Chapter 11 Spirius Corp. (4)
Gold Armor	957	841	Shoot 10%	—	8000	Ailment resistance +20%	L After beating the game

Mumbane	1109	974	Earth 50%	65000	6500	Every 10 seconds HP5% Restore / Petrify resistance +50%	S Felgana Mine (Coliseum Tag beat Elite rank)
Megingjors	1048	923	—	65000	6500	STR+5% / PSY+15%	S Felgana Mine (Coliseum Tag beat Elite rank)
Sinner's Mail - Alvin	1262	1107	Shoot 20%	—	14000	Nausea resistance +50% / 30% Chance of auto-revive from K.O.	L Coliseum Tag beat Elite rank
Ashura Mail - Gaius	1258	1116	Strike 20%	—	14000	Weakness resistance +50% / Every 5 seconds HP5% Restore	L Coliseum Tag beat Elite rank

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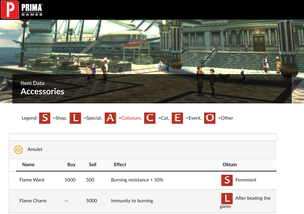
Clothes (Elize, Muzét)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Silk Cloak	80	84	—	450	45	—	S Aladhi Seahaven
Cocktail Dress	132	144	—	730	73	—	S Kijara Seafalls
Silver Cloak	201	225	—	1360	136	—	S Sharilton
Middy Blouse	288	325	—	1810	181	—	S Fennmont
Magical Tunic	357	406	Fire, Water, Wind, Earth, Light, Dark 10%	—	181	PSY+10%	L Debt Repayment Interval 7-8
Gothic Dress	392	446	—	4530	453	—	S Fennmont
Rune Cloak	435	496	Fire, Water, Wind, Earth, Light, Dark 15%	—	453	INT+10%	L Debt Repayment Interval 9-10
Feather Cloak	478	547	Wind 50%	—	589	AGI +10%	L Chapter 11 Spirius Corp. (4)
Mythril Cloak	487	557	—	6350	635	—	S Drellin
Mirage Cloak	504	577	Light 80%	—	635	Charm resist+50%	A Law of the Gentleman

Elder Cloak	513	587	Fire, Water, Wind, Earth, Light, Dark 15%	—	635	TP Cost 5% Reduction	L Debt Repayment Interval 11-12
Platinum Cloak	539	617	—	6800	680	—	S Drellin
Witch Dress	574	657	Light 50%	—	680	Ailment resistance +15%	L Debt Repayment Interval 12-13
Mystic Cloak	625	718	Fire 50%	7710	771	—	S Xian Du
Elemental Cloak	677	778	Fire, Water, Wind, Earth 25%	—	2267	Casting time reduction 3%	L Debt Repayment Interval 15-16
Rare Cloak	738	848	—	35000	3500	—	S Fennmont (After beating the game)
Warlock Cloak	830	944	—	—	8000	INT+10% / TP Cost 5% Reduction	L After beating the game
Moon Cloak	825	949	Dark 80%	—	8000	Every 10 seconds HP5% Restore	L After beating the game
Rose Dress	976	1092	Water Earth Dark 40%	65000	6500	Petrify resistance +50%	S Felgana Mine (Coliseum Tag beat Elite rank)
Empress's Dress	955	1106	Slash 10%	65000	6500	Ailment resistance +30%	S Felgana Mine (Coliseum Tag beat Elite rank)
Shimmering Dress - Elize	1078	1252	Light, Dark 25%, Shoot 10%	—	14000	Charm resistance+50% / Poison resistance+50%	L Coliseum Tag beat Elite rank
Peacemaker's Dress - Muzét	1044	1221	Fire, Water, Wind, Earth, Light, Dark 25%	—	14000	Ailment resistance +30%	L Coliseum Tag beat Elite rank



Item Data -
Accessories

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Amulet

Name	Buy	Sell	Effect	Obtain
Flame Ward	5000	500	Burning resistance + 50%	S Fennmont
Flame Charm	--	5000	Immunity to burning	L After beating the game
Tech Ward	5000	500	Skillseal resistance + 50%	S Fennmont
Tech Charm	--	5000	Immunity to skillseal	L After beating the game
Shock Ward	5000	500	Paralysis resistance + 50%	S Fennmont
Shock Charm	--	5000	Immunity to paralysis	L After beating the game
Stone Ward	5000	500	Petrify resistance + 50%	S Fennmont
Stone Charm	--	5000	Immunity to petrify	L After beating the game
Muddle Ward	5000	500	Charm resistance + 50%	S Fennmont
Muddle Charm	--	5000	Immunity to charm	L After beating the game
Poison Ward	5000	500	Poison resistance + 50%	S Fennmont
Poison Charm	--	5000	Immunity to poison	L After beating the game
Blood Ward	5000	500	Bleeding resistance + 50%	S Fennmont
Blood Charm	--	5000	Immunity to bleeding	L After beating the game
Frailty Ward	5000	500	Weakness resistance + 50%	S Fennmont
Frailty Charm	--	5000	Immunity to weakness	L After beating the game
Disease Ward	5000	500	Nausea resistance + 50%	S Fennmont
Disease Charm	--	5000	Immunity to nausea	L After beating the game
Stun Bracelet	500	50	Stun resistance + 50%	S Aladhi Seahaven
Stun Talisman	--	1000	Immunity to stun	L Debt Repayment Interval 9-10
Laurel Crown	--	10000	Immunity to all ailments	T Illusionary
Heal Bangle	--	1700	When enemy defeated HP 5% Restore	L Debt Repayment Interval 9-10
Spirit Bangle	--	1700	When enemy defeated TP 2% Restore	L Debt Repayment Interval 9-10
Miracle Bangle	--	3500	When enemy defeated HP 5% Restore / When enemy defeated TP 2% Restore	L After beating the game

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Symbols

Name	Buy	Sell	Effect	Obtain
Dark Seal	--	3000	EXP gained + 50% / Damage +100%	L After beating the game
Demon Seal	--	6000	EXP gained +100% / Damage +150%	L After beating the game
Mystic Emblem	--	1000	Casting time reduction 10%	L Debt Repayment Interval 8-9
Mystic Symbol	--	2000	Casting time reduction 20%	L Debt Repayment Interval 11-12
Knight Crest	3500	350	Critical rate +3%	S Fennmont
Warrior Emblem	3500	350	P.ATK +5%	S Fennmont
Warrior Symbol	--	1000	P.ATK +10%	L Debt Repayment Interval 11-12
Magic Emblem	3500	350	M.ATK +5%	S Fennmont
Magic Symbol	--	1000	M.ATK +10%	L Debt Repayment Interval 11-12
Guardian Emblem	3500	350	P.DEF +5%	S Fennmont
Guardian Symbol	--	1000	P.DEF +10%	L Debt Repayment Interval 11-12
Resistance Emblem	3500	350	A.DEF +5%	S Fennmont
Resistance Symbol	--	1000	A.DEF +10%	L Debt Repayment Interval 11-12
Holy Symbol	4500	450	Every 2 seconds HP 3% Restore	S Fennmont
Spirit Symbol	6000	600	Every 2 seconds TP 1% Restore	S Fennmont

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Rings

Name	Buy	Sell	Effect	Obtain
Might Ring	1500	150	STR +10%	S Fennmont
Strength Ring	--	1500	STR +15%	L Debt Repayment Interval 6-7
Stamina Ring	1500	150	VIT +10%	S Fennmont
Vitality Ring	--	1500	VIT +15%	L Debt Repayment Interval 10-11
Quick Ring	1500	150	AGI +10%	S Fennmont
Agility Ring	--	1500	AGI +15%	L Debt Repayment Interval 10-11
Finesse Ring	1500	150	DEX +10%	S Fennmont
Dexterity Ring	--	1500	DEX +15%	L Debt Repayment Interval 10-11
Wisdom Ring	1500	150	INT +10%	S Fennmont
Intelligence Ring	--	1500	INT +15%	L Debt Repayment Interval 10-11
Mind Ring	1500	150	PSY +10%	S Fennmont
Psychic Ring	--	1500	PSY +15%	L Debt Repayment Interval 10-11
Revival Ring	--	1700	30% Chance of auto-revive from K.O.	L Debt Repayment Interval 6-10
Emerald Ring	--	1700	Consume 2/3 TP	L Debt Repayment Interval 7-8
Faerie Ring	--	2000	Consume 1/2 TP	L Debt Repayment Interval 7-8
Risk Ring	--	3400	TP costs reduced to 1/ Damage +100%	L After beating the game

Jewels

Name	Buy	Sell	Effect	Obtain
Garnet	6000	600	Fire resistance 50%	S Fennmont
Aquamarine	6000	600	Water resistance 50%	S Fennmont
Opal	6000	600	Wind resistance 50%	S Fennmont
Ruby	6000	600	Earth resistance 50%	S Fennmont
Diamond	6000	600	Light resistance 50%	S Fennmont
Amethyst	6000	600	Dark resistance 50%	S Fennmont
Elemental	--	7000	Fire Water Wind Earth Light Dark resistance 30%	L After beating the game
Black Onyx	13000	1300	Max HP +30%	S Fennmont
Moonstone	13000	1300	Max TP +20%	S Fennmont
Alexandrite	--	3000	Max HP +12% / Max TP +12%	L After beating the game

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Other

Name	Buy	Sell	Effect	Obtain
Exceed	--	1000	AC +1	L Debt Repayment Interval 7-8
Accel	--	5700	AC +2	L After beating the game
Affinity Stone	--	1000	Resistance +30%	L After beating the game
Sync Stone	--	1700	Over Limit time +2seconds	L Debt Repayment Interval 7-8
Sephira	--	3000	Gald earned + 50%	L After beating the game
Blue Sephira	--	7000	Gald earned +100%	L After beating the game
Reverse Doll	3000	300	100% Chance of auto-revive Destroyed after use	S Fennmont
Hallowed Doll	--	1500	50% Chance of auto-revive from K.O.	E Chapter 12: Dig up the time capsule
Monocle	--	1700	When enemy defeated Item drop rate +15%	L Debt Repayment Interval 9-10
Hunter's Monocle	--	3500	When enemy defeated Item drop rate +30%	L After beating the game
Bonds of Shadow	--	--	Ignore affinity amount to enter Illusionary Elements	After clearing the game

Capes

Name	Buy	Sell	Effect	Obtain
Cape	500	50	P.DEF +8 / A.DEF +6 / Slash Resistance +5%	S Aladhi Seahaven
Leather Cape	750	75	P.DEF +12 / A.DEF +8 / Slash Strike Resistance +5%	S Aladhi Seahaven
Thief's Cape	7500	750	P.DEF +86 / A.DEF +42 / Slash Strike Shoot Resistance +10%	S Dreilin
Paladin's Cape	20000	2000	P.DEF +100 / A.DEF +100 / Slash Strike Shoot Resistance +15%	S Na Khera (After beating the game)
Flame Cape	--	700	P.DEF +30 / A.DEF +60 / Fire Resistance +30%	L Debt Repayment Interval 8-9
Aqua Cape	--	700	P.DEF +30 / A.DEF +60 / Water Resistance +30%	L Debt Repayment Interval 8-9
Wind Cape	--	700	P.DEF +30 / A.DEF +60 / Wind Resistance +30%	L Debt Repayment Interval 7-8
Earth Cape	--	700	P.DEF +30 / A.DEF +60 / Earth Resistance +30%	L Debt Repayment Interval 7-8
Light Cape	--	700	P.DEF +30 / A.DEF +60 / Light Resistance +30%	L Debt Repayment Interval 10-11
Dark Cape	--	700	P.DEF +30 / A.DEF +60 / Dark Resistance +20%	L Debt Repayment Interval 10-11
Elemental Cape	--	1700	P.DEF +30 / A.DEF +60 / Fire Water Wind Earth Light Dark Resistance +15%	L Debt Repayment Interval 12-13
Red Cape	--	3000	P.DEF +100 / A.DEF +100 / Fire Earth Light Resistance +10%, Water Wind Dark resistance -10%	L After beating the game
Blue Cape	--	3000	P.DEF +50 / A.DEF +100 / Water Wind Dark Resistance +10%, Fire Earth Light resistance- 100%	L After beating the game

Boots

Name	Buy	Sell	Effect	Obtain
Boots	500	50	P.DEF +6 / A.DEF +3 / AGI +40 / Slash Resistance +5%	S Aladhi Seahaven
Leather Boots	750	75	P.DEF +10 / A.DEF +6 / AGI +50 / Slash Strike Resistance +5%	S Aladhi Seahaven
Fine Boots	2000	200	P.DEF +25 / A.DEF +12 / AGI +60 / Slash Strike Shoot Resistance +5%	S Fennmont
Iron Leggings	6500	650	P.DEF +50 / A.DEF +25 / AGI +40 / Slash Strike Shoot Resistance +10%	S Fennmont
Silver Leggings	7500	750	P.DEF +65 / A.DEF +32 / AGI +40 / Slash Strike Shoot Resistance +10%	S Dreilin
Gold Leggings	15000	1500	P.DEF +100 / A.DEF +100 / AGI +40 / Slash Strike Shoot Resistance +15%	S Na Khera (After beating the game)
Rare Boots	--	2000	P.DEF +100 / A.DEF +100 / AGI +100 / Slash Strike Shoot Resistance +15%	L After beating the game
Persian Boots	--	3000	P.DEF +100 / A.DEF +100 / AGI +120 / Slash Strike Shoot Resistance +20%	L After beating the game

Item Data
Fashion

Legend: S =Shop L =Special A =Cutscene C =Cal E =Event O =Other T =Treasure

Attachments

Name	Obtain
Bunnikins	E Elize Episode 2
Harpy Feather Hairpin	E Muzét Episode 2
Mr. Frog	A 12 Event Quest
Therapy Cat	T Kardalat (Caught 100 cats)
Vertus Tail	A Upon completing Illusionary Darkness
Shadow	A Upon completing Illusionary Darkness
Loincloth	C Rosalle Highroad
Mini-Jude	There is a save data of "Tales of Xillia"
Alvin's Cap	Debt Repayment (1210000)
Leia's Beret	E Initial equipment
Rowen's Spectacles	E Initial equipment
Gaius' Crest	After Milla Episode 6, examine sword
Gaius' Headband	E 28 Event Quest
Elle's Cap	E Event Quest
Mini-Milla	There is a save data of "Tales of Xillia"
Huggable Sophie	There is a save data of "Tales of Graces F"
Danger Jr.	There is a save data of "Tales of Vesperia"
Shiba Dog Ears	C Sapstrath Seahaven
Black Dog Ears	C Arklund Quag
White Bunny Ears	C Kukhar Ice Caverns
Black Bunny Ears	C Nala Lava Tubes
Topknot	C Orda Palace
Hat	C Galia Trail
Party Hat	E Poker (5000 Chips)
Ten Gallon Hat	E 21 Event Quest
Party Hat	E Jolyne's Ploy 1
Mini Top Hat	E Poker (5000 Chips)
Tiara	E Jolyne's Ploy 6

Redhead	E Jolyne's Ploy 9
Pigtails	E Jolyne's Ploy 4
Censor Bar	E Jolyne's Ploy 7
Drippy Nose	E Poker (3500 Chips)
Pet Dragon	C Dimensional Breach
Security Badge	E 25 Event Quest
Chef's Hat	E 24 Event Quest
Tomato Badge	E 24 Event Quest
Shiba Dog's Muzzle	C Aladhi Seahaven
Black Dog's Muzzle	C Old Vicalle Mine
Shiba Dog's Tail	C Lakutam Seahaven
Black Dog's Tail	C Catamar Heights
Halo	E Poker (5000 Chips)
Angel Wings	E Poker (5000 Chips)

Elle's Backpack	E 07 Event Quest
Julius' Glasses	E 29 Event Quest
Rideaux's Shades	E 11 Event Quest
Milla's Bangs Replica	C Milla's Shrine
Afro Puff	C Land of Canaan
Ducktail	E Poker (3500 Chips)
Chignon Head	C Laforte Research Center
Glowing Antennae	C Vellois Woods
Cat Collar	T Barnauer Highroad(caught 100 cats)
Kitty Cap	T Tatalian Abyss(caught 100 cats)
Rose Corsage	E Chapter 11E.S.S. Pelune
Leather Belt	C Talos Highroad
Safety Goggles	C Agent Training Area
Noise-Cancelling Headphones	C Duval
Shamisen	C Silva Tundra
Mandragora Head	C Sapstrath Deepwood
Collar	C Gulmar Trail
Backpack	C Torbalan Highroad
Superhero Belt	C Spirius Corporation
Sheathed Dagger	C Fort Gandala
Cress' Longsword	E Illusionary Darkness
Jude's Glasses	DLC

Earmuffs	C Xailen Woods Temple
Monkey King's Headband	C Kagol Floodmeadow
Framed Glasses	C Sapstrath Highroad
Half-frame Glasses	C Lakutam Highroad
Full-frame Glasses	C Aknit Highroad
Goofy Glasses	C Royal Hunting Grounds
Spaz Glasses	C Xailen Woods
Emo Glasses	C Kijara Seafalls
Bo Glasses	C Barnauer Highroad
Rage Glasses	C Bermia Gorge
Sunglasses	C Aladhi Trail
Colored Sunglasses	C Tatalian Abyss
Aviators	C Silva Tundra
Monocle	C Fetgana Mine
Heart Eyepatch	E Poker (5000 Chips)
Swordsman's Eyepatch	C Dietlo
Flared Maid Headdress	DLC
Leon Earring	DLC
Mint's Nurse Hat	DLC
Jude Long Sword	DLC
Idolmaster Hair Band	DLC
Lazy Cat Ears	DLC

Devil Wings	E Poker (5000 Chips)
Devil Tail	E Poker (5000 Chips)
Harold Mask	C Lakuh Hollow
Sidekick Mask	E Jolyne's Ploy 5
Mystery Mask	E Jolyne's Ploy 2
Tengu Mask	E 12 Event Quest
Horns	E Return of Verseworld Eye
Hairpin	E 14 Event Quest
Headband	C Filee Highlands
Bushy Eyebrows	E Hassle at the Tatalian Abyss
Earrings	E Poker (5000 Chips)
Elf Ears	C Nia Khera Spiritway
Sideburns	E Poker (5000 Chips)
Bandage	C Fezebel Marsh
Pipe	E Jolyne's Ploy 8
Rosy Cheeks	E Jolyne's Ploy 3
Tricorn (Brown)	DLC
Tricorn (Lulu)	DLC
Ashel's Sword	DLC
Yuri's Sword	DLC
Luke's Sword	DLC
Reindeer Ears	DLC

Alvin's Glasses	DLC
Elize School Hat	DLC
Raindance Backpack	DLC
Rowen's Glasses	DLC
Rowen School Hat	DLC
Leia's Glasses	DLC
Snorkel	DLC
Goggles	DLC
Milla Hat	DLC
Diving Watch	DLC
Floatie	DLC
Mieu Doll	DLC
Diving Helmet	DLC
Sports Cap	DLC
Maid Headdress	DLC
Frilled Hat	DLC
Muzét School Armband	DLC
Muzét School Rose	DLC
Muzét School Ribbon	DLC
Ludger Swimsuit Censor Bar	DLC
Gaius Beach Necklace	DLC
Gaius Beach Towel	DLC

Lazy Cat Tail	DLC
Lazy Dog Ears	DLC
Lazy Dog Tail	DLC
Lazy Bunny Ears	DLC
Lazy Bunny Tail	DLC
Right Bangs	DLC
Left Bangs	DLC
Spiked Bangs	DLC
Straight Cut Bangs	DLC
Teepo Plushie (Left Arm)	DLC
Teepo Plushie (Right Leg)	DLC
Teepo Plushie (Head)	DLC
Tricorn (Jude)	DLC
Tricorn (Milla)	DLC
Tricorn (Alvin)	DLC
Tricorn (Elize)	DLC
Alvin Baseball Helmet	DLC
Elize Gymnastic Hoop	DLC
Rowen's Bow	DLC
Rowen's Arrow	DLC
Muzét Swimming Goggles	DLC
Elrest	DLC

Reindeer Nose	DLC
Reindeer Tail	DLC
Milla Santa Hat	DLC
Alvin Santa Hat	DLC
Christmas Pin	DLC
Santa Gift Bag	DLC
Elize Santa Hat	DLC
Rowen Santa Hat	DLC
Santa Eyebrows	DLC
Santa Beard	DLC
Snowman Head	DLC
Right Mitten	DLC
Left Mitten	DLC
Ludger School Cap	DLC
Gaius School Armband	DLC
Gaius School Muffler	DLC
Ifa's Hat	DLC
Tokunaga	DLC
Mieu	DLC
Quickie	DLC
Repede	DLC
Asymmetrical Bangs	DLC

Gaius Swimming Bracelet	DLC
Muzét Swimming Bracelet	DLC
Ruca's Sword (Ludger)	DLC
Emil's Sword (Ludger)	DLC
Yuri's Bowtie (Jude)	DLC
Tennis Visor (Milla)	DLC
Undine	DLC
Sylph	DLC
Gnome	DLC
Patty's Hat	DLC
Beryl's Hat	DLC
Spada's Hat	DLC
Long Sideburns	DLC
Bowl Cut	DLC
Punk Spikes	DLC
Long Braid	DLC
Ponytail	DLC
Bon Bon	DLC

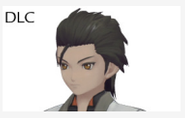
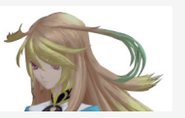
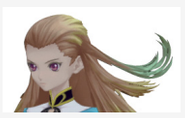
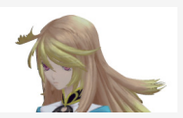
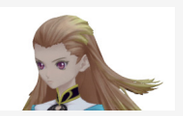
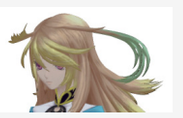
Item Data

Fashion (Personal)

Haircuts

Name	How to Get
Normal Hairstyle	Default style at start of the game
Hat Hairstyles	Default style at start of the game
Hat Style (Ludger)	Chapter 1 Stribog Line(Fractured)
Fancy Haircut (Ludger)	Chapter 14 Spirius Corporation(5)
Chef Haircut (Ludger)	24 Event Quest
Gambler Haircut (Ludger)	Poker Prize (5000 Chips)
Xillia Haircut (Jude)	Jude Episode 2
Cress Haircut (Jude)	Illusionary Darkness
Default Haircut (Milla)	After clearing game
Hat Style (Milla)	After clearing game
Xillia Haircut (Milla)	Milla Episode 4
Spirit Haircut (Milla)	23 Event Quest
Stahn's Haircut (Milla)	Illusionary Darkness
Jacketless Haircut (Alvin)	Debt Repayment 210000
Xillia Haircut (Alvin)	Alvin Episode 2
Xillia Haircut (Elize)	Elize Episode 2
Xillia Haircut (Rowen)	Rowen Episode 2
Xillia Haircut 1 (Leia)	Leia Episode 2
Xillia Haircut 2 (Leia)	Leia Episode 3
Xillia Haircut 1 (Gaius)	Gaius Episode 2
No-Pin Haircut (Gaius)	28 Event Quest
Xillia Haircut 2 (Gaius)	Gaius Episode 3

Final Boss Haircut (Gaius)	Milla Episode 6
Xillia Haircut (Muzét)	Muzét Episode 2
Various DLC Hairstyles	DLC

Default Haircut (Ludger)	Hat Style (Ludger)	Fancy Haircut (Ludger)	Chef Haircut (Ludger)	Gambler Haircut (Ludger)
School Hairstyle (Ludger)	Swimming Hairstyle (Ludger)	Ruca Hairstyle (Ludger)	Emil Hairstyle (Ludger)	Basketball Hairstyle (Ludger)
Default Haircut (Jude)	Hat Style (Jude)	Xillia Haircut (Jude)	Cress Haircut (Jude)	School Hairstyle (Jude)
				
Swimming Hairstyle (Jude)	Steward Hairstyle (Jude)	Leon Hairstyle (Jude)	Football Hairstyle (Jude)	Maxwell Haircut (Milla)
				
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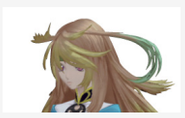
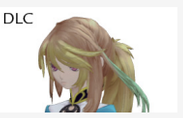
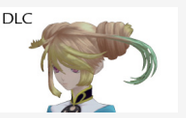
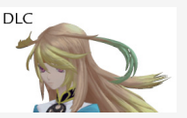
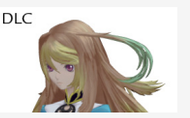
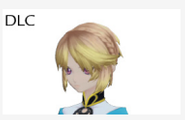
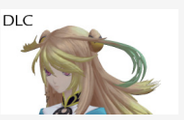
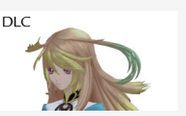
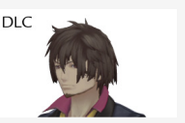
				
Stahn's Haircut (Milla)	Swimming Hairstyle (Milla)	Maid Hairstyle (Milla)	Dhaos Hairstyle (Milla)	Idolmaster Hairstyle (Milla)
				
anta Hairstyle (Milla)	ミラ「レイラ」髪型	Tennis Hairstyle (Milla)	Default Haircut (Alvin)	Hat Style (Alvin)
				
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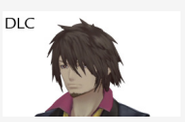
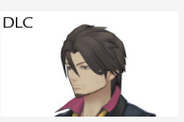
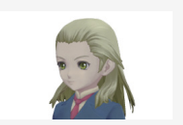
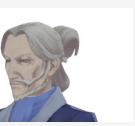
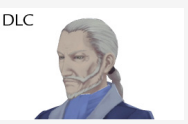
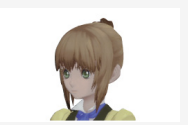
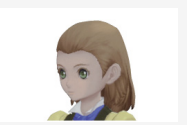
				

Kratos Hairstyle (Alvin)	Santa Hairstyle (Alvin)	Default Haircut (Elize)	Hat Style (Elize)	Xillia Haircut (Elize)

DLC	DLC	DLC	DLC	DLC
School Hairstyle (Elize)	Swimming Hairstyle (Elize)	Maid Hairstyle (Elize)	Mint Hairstyle (Elize)	Idolmaster Hairstyle (Elize)
DLC				DLC
Gymnastics Hairstyle (Elize)	Default Haircut (Rowen)	Hat Style (Rowen)	Xillia Haircut (Rowen)	School Hairstyle (Rowen)
DLC 	DLC 	DLC		
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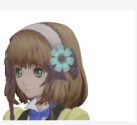
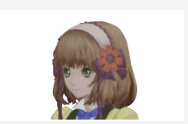
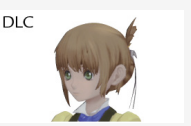
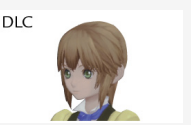
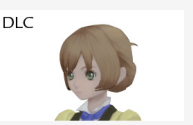
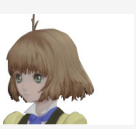
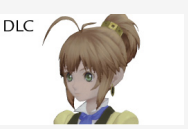
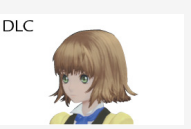
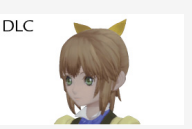
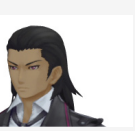
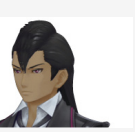
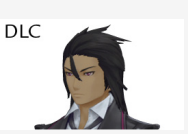
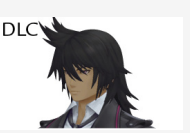
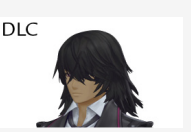
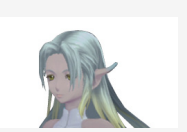
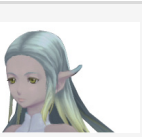
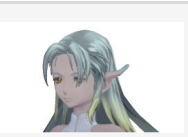
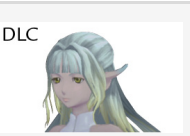
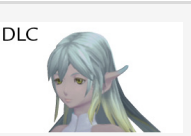
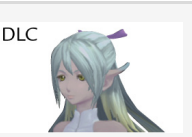
		DLC 	DLC 	DLC 
Xillia Haircut 1 (Leia)	Xillia Haircut 2 (Leia)	School Hairstyle (Leia)	Swimming Hairstyle (Leia)	Maid Hairstyle (Leia)
DLC 	DLC 	DLC 	DLC 	
Farah Hairstyle (Leia)	Idolmaster Hairstyle (Leia)	Santa Hairstyle (Leia)	Soccer Hairstyle (Leia)	Default Haircut (Gaius)
				
Hat Style (Gaius)	Xillia Haircut 1 (Gaius)	No-Pin Haircut (Gaius)	Xillia Haircut 2 (Gaius)	Final Boss Haircut (Gaius)
DLC 	DLC 	DLC 	DLC 	
School Hairstyle (Gaius)	Swimming Hairstyle (Gaius)	Dymlos Hairstyle (Gaius)	Judo Hairstyle (Gaius)	Default Haircut (Muzét)
		DLC 	DLC 	DLC 
Hat Style (Muzét)	Xillia Haircut (Muzét)	School Hairstyle (Muzét)	Swimming Hairstyle (Muzét)	Sheena Hairstyle (Muzét)

Costumes

Name	How to Get
Normal Costume	Default
Jacket Off Costume	Debt Repayment
Color Variation (Ludger)	Chromatus Control Title
No Jacket 2 (Ludger)	Poker Prize (10000 Chips)
Pajamas (Ludger)	Ludger's closet
Business Outfit (Ludger)	Chapter 14 Spirius Corp. (5) CEO Office chest
Chef Outfit (Ludger)	Event Quest
Gambler Outfit (Ludger)	Poker Prize (20000 Chips)
Victor's Outfit (Ludger)	Ludger Ending
Milla's Colors (Ludger)	Max affinity with Milla
Alvin's Outfit (Ludger)	Max affinity with Alvin
Rowen's Outfit (Ludger)	Max affinity with Rowen
Ribbit Outfit (Ludger)	Max affinity with Muzét
Color Variation (Jude)	Jude Episode 1
Xillia Outfit 1 (Jude)	Jude Episode 2
Xillia Outfit 2 (Jude)	Jude Episode 3
School Uniform (Jude)	Event Quest
Cress's Outfit (Jude)	Illisionary Darkness
Color Variation (Milla)	Milla Episode 3
Default Attire (Milla)	After clearing the game
Xillia Outfit 1 (Milla)	Milla Episode 4
Xillia Outfit 2 (Milla)	Milla Episode 5
Spirit Xillia Outfit (Milla)	Event Quest
Lady Xillia Outfit (Milla)	Poker Prize (25000 Chips)
Stahn's Outfit (Milla)	Illusionary Darkness
Color Variation (Alvin)	Alvin Episode 1
Xillia Outfit 1 (Alvin)	Alvin Episode 2
Xillia Outfit 2 (Alvin)	Alvin Episode 3
Clean-Cut (Alvin)	Alvin Episode 4
Casual Attire (Alvin)	Poker Prize (25000 Chips)
Color Variation (Elize)	Elize Episode 1
Xillia Outfit 1 (Elize)	Elize Episode 2

Xillia Outfit 2 (Elize)	Elize Episode 3
Color Variation (Rowen)	Rowen Episode 1
Xillia Outfit 1 (Rowen)	Rowen Episode 2
Xillia Outfit 2 (Rowen)	Rowen Episode 3
Color Variation (Leia)	Leia Episode 1
Xillia Outfit 1 (Leia)	Leia Episode 2
Xillia Outfit 2 (Leia)	Leia Episode 3
Color Variation (Gaius)	Gaius Episode 1
Xillia Outfit 1 (Gaius)	Gaius Episode 2
Xillia Outfit 2 (Gaius)	Gaius Episode 3
Boss Mode (Gaius)	Milla Episode 6
Color Variation (Muzét)	Muzét Episode 1
Xillia Outfit 1 (Muzét)	Muzét Episode 2
Xillia Outfit 2 (Muzét)	Muzét Episode 3
Costume Change	Exchange for Ancient Bells

Default Attire (Ludger)	Color Variation (Ludger)	No Jacket 1 (Ludger)	No Jacket 2 (Ludger)	Pajamas (Ludger)
Business Outfit (Ludger)	Chef Outfit (Ludger)	Gambler Outfit (Ludger)	Victor's Outfit (Ludger)	Milla's Colors (Ludger)
			DLC	DLC
Alvin's Outfit (Ludger)	Rowen's Outfit (Ludger)	Ribbit Outfit (Ludger)	Ludger's School Costume	Ludger's Swimwear Costume

DLC	DLC	DLC		
Ludger's Ruca Costume	Ludger's Emil Costume	Ludger's B-Ball Uniform	Default Attire (Jude)	Color Variation (Jude)
No Jacket (Jude)	Xillia Outfit 1 (Jude)	Xillia Outfit 2 (Jude)	School Uniform (Jude)	Cress's Outfit (Jude)
DLC	DLC	DLC	DLC	DLC
Jude's School Costume	Jude's Swimwear Costume	Jude's Steward Costume	Jude's Leon Costume	Santa Outfit (Jude)
DLC	DLC			
Jude's Yuri Costume	Jude's Football Uniform	Maxwell Attire (Milla)	Color Variation (Milla)	No Jacket (Milla)
Default Attire (Milla)	Xillia Outfit 1 (Milla)	Xillia Outfit 2 (Milla)	Spirit Xillia Outfit (Milla)	Lady Xillia Outfit (Milla)

	DLC	DLC	DLC	DLC
Stahn's Outfit (Milla)	Milla's School Costume	Milla's Swimwear Costume	Milla's Maid Costume	Milla's Dhaos Costume
DLC	DLC	DLC	DLC	
Milla's Idolmaster Costume	Santa Outfit (Milla)	Milla's Asbel Costume	Milla's Tennis Uniform	Default Attire (Alvin)
Color Variation (Alvin)	No Jacket (Alvin)	Xillia Outfit 1 (Alvin)	Xillia Outfit 2 (Alvin)	Clean-Cut (Alvin)
	DLC	DLC	DLC	DLC
Casual Attire (Alvin)	School Attire (Alvin)	Alvin's Swimwear Costume	Alvin's Steward Costume	Alvin's Kratos Costume
DLC	DLC			
Santa Outfit (Alvin)	Alvin's Baseball Uniform	Default Attire (Elize)	Color Variation (Elize)	No Jacket (Elize)

Xillia Outfit 1 (Elize)

Xillia Outfit 2 (Elize)

DLC

Elize's School Costume

DLC

Elize's Swimwear Costume

DLC

Elize's Maid Costume

DLC

Elize's Mint Costume

DLC

Elize's Idolmaster Costume

DLC

Santa Outfit (Elize)

DLC

Elize's Gymnastics Uniform

Default Attire (Rowen)

Color Variation (Rowen)

No Jacket (Rowen)

Xillia Outfit 1 (Rowen)

Xillia Outfit 2 (Rowen)

DLC

Rowen's School Costume

DLC

Rowen's Swimwear Costume

DLC

Rowen's Butler Costume

DLC

Rowen's Barbatos Costume

DLC

Santa Outfit (Rowen)

DLC

Rowen's Archery Uniform

Default Attire (Leia)

Color Variation (Leia)

No Jacket (Leia)

Xillia Outfit 1 (Leia)

Xillia Outfit 2 (Leia)

DLC	DLC	DLC	DLC	DLC
Leia's School Costume	Swimwear (Leia)	Leia's Maid Costume	Leia's Farah Costume	Leia's Idolmaster Costume
DLC	DLC			
Santa Outfit (Leia)	Leia's Soccer Uniform	Default Attire (Gaius)	Color Variation (Gaius)	No Jacket (Gaius)
			DLC	DLC
Xillia Outfit 1 (Gaius)	Xillia Outfit 2 (Gaius)	Boss Mode (Gaius)	Gaius' School Costume	Gaius' Swimwear Costume
DLC	DLC			
Gaius' Dymlos Costume	Gaius' Judo Uniform	Default Attire (Muzét)	Color Variation (Muzét)	No Jacket (Muzét)
		DLC	DLC	DLC
Xillia Outfit 1 (Muzét)	Xillia Outfit 2 (Muzét)	Muzét's School Costume	Muzét's Swimwear Costume	Muzét's Sheena Costume

DLC

Muzét's Swimming Uniform

Transformation: Elle

Transformation: Ivar

Transformation: Wingul

Transformation: Jiao

Transformation: Presa

Transformation: Agria

Transformation: Julius

Transformation: Bisley

Transformation: Rideaux

Transformation: Driselle

Transformation: Cline

Transformation: Celsius

DLC

Transformation: Nova

Transformation: Vera

Transformation: Cress

Transformation: Mint

Transformation: Stahn

Transformation: Rutee

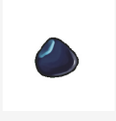
Transformation: Bruiser

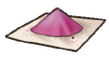
Item Data

Materials

Legend: D =Enemy Drop, C =Cat, P =Prize, G =Gathering Point, T =Treasure, S =Steal, O =Other

Name	Sell Price	How to Obtain	
Minerals			
Iron Sand	10	D Alest Plant [65%]	D Burrow Goblin [40%]
		G Alest Highroad [25%]	G Fort Gandala [45%]
Copper Ore	20	D Gun Tortoise [65%]	D Neo Dragon [65%]
		G Nia Khera Hallowmont [34%]	G Fort Gandala [45%]
Silver Ore	30	D Ice Golem [65%]	D Dusk Goblin [40%]
		G Talys Highroad [18%]	G Labari Hollow [20%]
Gold Dust	50	D Golem [65%]	D Skeleton [31%]
		G Lakutam Highroad [16%]	G Nala Lava Tubes [16%]
Geode	90	D Fire Golem [65%]	D Ruin Guardian [65%]
		G Nala Lava Tubes [16%]	G Kukhar Ice Caverns [14%]
Meadow Crystal	150	D Pyro Basilisk [31%]	D Rock Djinn [40%]
		G Old Vicalle Mine [8%]	C Felgana Mine
Rare Metal	270	D Chrono Skeleton [65%]	D Ruin Guardian [31%]
		C Agent Training Area	T Barnauer Highroad

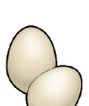
	Magical Ore	470	D	Earth Goliath (Coliseum) [10%]	D	Earth Golem (Coliseum) [10%]
			D	Shadow Skull [10%]		—
	Navi Metal	840	D	Goddess Touch (Coliseum) [10%]	D	Shadow Chill [10%]
			D	Shadow Djinn [10%]	D	Leviadragon (Coliseum) [10%]
	Libavius Ore	1500	D	Shadow Sentry [1%]	D	Shadow Crab Man [10%]
			D	Shadow Battlecorps Sergeant [1%]		—
	Mud Rock	50		Felgana Mine rocks [20%]		—
				—		—
	Rock Salt	250	O	Felgana Mine rocks [25%]		—
				—		—
	Block of Quartz	1000	T	Sharilton	O	Felgana Mine rocks [15%]
			P	Poker prize [250Chips]		—
	Ancient Fossilized Insect	8000	O	Felgana Mine rocks [15%]	P	Poker prize [2000Chips]
				—		—
	Iolite Ore	20000	O	Felgana Mine rocks [5%]	P	Poker prize [5000Chips]
				—		—
	Copper Chunk	200	C	Galia Trail	C	Talys Highroad
			C	Barnauer Highroad	P	Poker prize [3000Chips]
	Claricite	500	C	Xailen Woods Temple	C	Helioborg Research Station
			C	Alest Highroad	P	Poker prize [3500Chips]
	Lumicite	1000	D	Rideaux (2) [100%]	C	Labari Hollow
			C	Torbalan Highroad	P	Poker prize [4000Chips]
	Puricite	1500	C	Nia Khera Hallowmont	C	Royal Hunting Grounds
			C	Sillea Tundra	P	Poker prize [5000Chips]
Plant						

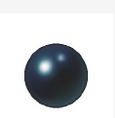
	Wood Chunk	11	D	Treant [65%]	D	Terra Treant [65%]
			G	Tatalian Abyss [20%]	G	Mon Highlands [22%]
	Wildgrass Seeds	21	D	Insect Plant [65%]	D	Sylvan Treant [65%]
			G	Torbalan Highroad [18%]	G	Galia Trail [16%]
	Supple Ivy	33	D	Sylvan Treant [65%]	D	Terra Treant [65%]
			G	Talys Highroad [16%]	G	Fezebel Marsh [24%]
	Herb	56	D	Grass Polwigle [40%]	D	Mine Plant [65%]
			G	Sapstrath Deepwood [22% ※1]	G	Labari Hollow [25%]
	Mushroom Powder	120	D	Ghastly Stump (Coliseum) [20%]	G	Fezebel Marsh [24%]
			C	Sapstrath Deepwood	T	Sapstrath Deepwood
	Everbloom	200	D	Snow Treant [65%]	D	Bog Plant [65%]
			G	Sillea Tundra [12%]	G	Tulea Tundra [12%]
	Fine Wood	360	D	Withered Treant [31%]	G	Voltea Woods [8%]
			T	Sharilton	T	Voltea Woods
	Enchanted Thorns	630	D	Shadow Shade [10%]	D	Shadow Plant [1%]
				—		—
	Godwood	1100	D	Vampiric Plant (Coliseum) [10%]	D	Shadow Nightmare [1%]
			D	Shadow Butterfly [1%]	D	Shadow Mine Plant [1%]
	Great Tree's Fruit	2000	D	Shadow Erdas [10%]	D	Shadow Gentlemundine [10%]
			D	Shadow Leaf [1%]		—
	Heart Herb	120	D	Mine Plant (Berserk) [100%]	T	Leronde
			T	Fennmont		—
	Potato	10	C	Trigleph	C	Sharilton
			C	Royal Hunting Grounds	T	Trigleph

	Onion	10	C	Duval	C	Hamil
			C	Culmar Trail	T	Duval
	Carrot	10	C	Trigleph	C	Sapstrath Highroad
			T	Nia Khera	T	Xian Du
	Glowfruit	500	C	Tatalian Abyss	C	Dimensional Breach
			T	Hamil	T	Nia Khera
	Secret Seed	500	C	Sharilton	C	Sapstrath Deepwood
			C	Galia Trail	T	Epsilla Ruins (Fractured)
	Anonymous Seed	150	C	Aladhi Seahaven	C	Torbalan Highroad
			C	Culmar Trail	T	Fennmont
	Nameless Seed	150	C	Milla's Shrine	C	Alest Highroad
			C	Lakutam Highroad	T	Oscore (Fractured)
	Veggie Set	100	C	Hamil	C	Nia Khera
			C	Spirius Corporation	T	Trigleph
Beasts						
	Beast Dung	13	D	Alest Horse [40%]	D	Gentleman [65%]
			G	Alest Highroad [25%]	G	Torbalan Highroad [22%]
	Rotten Bone	25	D	Gun Tortoise [65%]	D	Skeleton [65%]
			G	Torbalan Highroad [22%]	G	Kijara Seafalls [22%]
	Broken Fang	40	D	Wolf [40%]	D	Shaft Skeleton [65%]
			G	Lakutam Highroad [16%]	G	Xailen Woods [16%]
	Fur	70	D	Western Wolf [40%]	D	Swamp Polwigle [40%]
			D	Skunky [40%]	T	Sapstrath Highroad
	Pointy Talons	100	D	Bat (1) [40%]	D	Shaft Skeleton [65%]
			G	Xailen Woods [16%]	G	Arklund Quag [18%]

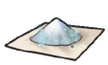
	Big Horn	170	D	Armored Boar [23%]	D Wind Racer (Coliseum) [10%]
			D	Chrono Snake [65%]	T Fezebel Marsh
	Chimera's Mane	300	D	Guardian Mare (Coliseum) [10%]	D Clukkit (Coliseum) [10%]
			D	Hill Boar [23%]	—
	Eye of the Demon Beast	700	D	Guardian Mare (Coliseum) [10%]	D Shadow Treant [1%]
			D	Shadow Basilisk [10%]	—
	Hair of the Sacred Beast	1230	D	Shadow Cat [1%]	D Shadow Beak [1%]
			D	Clukkit (Coliseum) [10%]	D Hydro Blade (Coliseum) [10%]
	Unicorn Horn	2200	D	Shadow Gatekeeper [10%]	D Shadow Bat [10%]
			D	Shadow Battlecorps Sergeant [10%]	—
	Gelatin	50	C	Fennmont	C Xagut Floodmeadow
			C	Rusalle Highroad	T Marksburg
	Tanned Leather	100	C	Helioborg Research Station	C Torbalan Highroad
			T	Hamil	T Fennmont
	Animal Glue	100	C	Nia Khera	C Barnauer Highroad
			T	Xian Du	T Epsilla Ruins (Fractured)
	Sharp Fang	500	D	Giant Bat [100%]	D Hangerzamm [100%]
			D	Melancholic Decay [100%]	C Sapstrath Seahaven
	Finest Fur	1500	D	Auj Oule Lancer [25%]	S Auj Oule Lancer [10%]
			C	Kanbalar	P Poker prize [4000Chips]

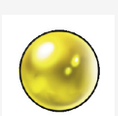
Birds

	Beautiful Feathers	15	D	Axe Beak [40%]	D	Alest Chirpee [40%]
			G	Galia Trail [18%]	G	Nia Khera Spiritway [16%]
	Wild Bird Egg	23	D	Axe Beak [40%]	D	Chirpee [40%]
			G	Galia Trail [18%]	G	Nia Khera Spiritway [16%]
	Fine Down	43	D	Peepit [40%]	D	Hawk [40%]
			G	Talys Highroad [18%]	G	Royal Hunting Grounds [16%]
	Crown Feather	76	D	Prism Beak [40%]	D	Terra Chirpee [40%]
			G	Royal Hunting Grounds [16%]	G	Sillea Tundra [12%]
	Buzzard Talon	110	D	Antler Beak [40%]	D	Clukkit [40%]
			D	Neighbor Hawk [40%]	G	Nala Lava Tubes [8%]
	Migrant Plume	220	D	Crystal Beak [31%]	D	Penguinist [20%]
			G	Sillea Tundra [8%]	G	Tulea Tundra [8%]
	Black Egg	400	D	Chirpee (Coliseum) [10%]	D	Chrono Harpy [23%]
			G	Barnauer Highroad [8%]	T	Barnauer Highroad
	Griffon Claw	520	D	Wyndham Wolf (Coliseum) [10%]	D	Shadow Basilisk [10%]
			D	Sylphid (Coliseum) [10%]		—
	Sapphire Shell	930	D	Shadow Cat [1%]	D	Shadow Djinn [10%]
			D	Shadow Dragon [10%]	D	Chirpee (Coliseum) [10%]
	Pheasant Tail	2400	D	Shadow Gatekeeper [10%]	D	Gentleshadow [10%]
			D	Shadow Gentlemundine [10%]		—
	Egg	10	C	Duval	C	Nia Khera
			C	Spirius Corporation	T	Trigleph
	Feather	10	C	Xian Du	C	Bermia Gorge
			C	Talys Highroad	T	Fennmont

	Quill Pen	50	D	Julius (1) [100%]	C Kanbalar
			C	Fennmont	T Trigleph
	Chipped Claw	100	D	Hangerzamm [100%]	C Duval
			C	Tatalian Abyss	C Nala Lava Tubes
	Shattered Bone	100	C	Xailen Woods Temple	C Dimensional Breach
			C	Rusalle Highroad	—
Aquatic					
	Land Crab	16	D	Alest Ribbit [40%]	D Tortoise [65%]
			G	Alest Highroad [25%]	G Kijara Seafalls [26%]
	Fossilized Shell	26	D	Merfish [40%]	D Coastal Mandragora [40%]
			G	Alest Highroad [25%]	G Kijara Seafalls [24%]
	Hard Scale	36	D	Frost Skeleton [65%]	D Angry Tortoise [65%]
			G	Mon Highlands [22%]	G Kukhar Ice Caverns [16%]
	Giant Shell	83	D	Angry Tortoise [65%]	D General Crab [65%]
			D	Gentlemundine [65%]	T Mon Highlands
	Pearl	130	D	Erdas [65%]	D Coastal Mandragora [23%]
			G	Kijara Seafalls [8%]	C Kijara Seafalls
	Sharp Pincers	180	D	General Crab [31%]	D Striker Crab Man [40%]
			S	Tree Crab [30%]	T Royal Hunting Grounds
	Giant Fish Fin	430	D	Quag Merfish [23%]	D Ruin Merfish [23%]
			G	Arklund Quag [8%]	T Epsilla Ruins (Fractured)
	Black Pearl	580	D	Aqua Doll (Coliseum) [10%]	D Shadow Skull [10%]
			D	Shadow Devil [10%]	T Minidine (Coliseum) [10%]

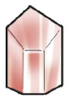
	Ancient Coral	1370	D	Aqua Dragon (Coliseum) [10%]	D Shadow Chill [10%]
			D	Shadow Demon [10%]	D Fortune Stepper (Coliseum) [10%]
	Aquatic Jelly	1670	D	Shadow Erdas [10%]	D Shadow Crab Man [10%]
			D	Gentleshadow [10%]	—
	Whirling Seashell	500	C	Fennmont	C Aladhi Seahaven
			T	Epsilla Ruins (Fractured)	P Poker prize [3000Chips]
	Salmon	20	C	Marksburg	C Drellin
			C	Tulea Tundra	T Marksburg
	Sea Bream	50	C	Marksburg	C Drellin
			C	Sapstrath Seahaven	T Drellin
	Tuna	50	C	Trigleph	C Drellin
			C	Lakutam Seahaven	T Marksburg
	Seafood Set	120	C	Marksburg	C Drellin
			C	Leronde	T Trigleph
	Crystal Seashell	1000	C	Aladhi Seahaven	C Sapstrath Seahaven
			C	Lakutam Seahaven	P Poker prize [3500Chips]
Insect					
	Spiderweb	18	D	Prickle Spider [40%]	G Tatalian Abyss [20%]
			G	Nia Khera Spiritway [16%]	C Fort Gandala
	Insect Husk	28	D	Butterfly [40%]	D Floral Butterfly [40%]
			G	Nia Khera Spiritway [18%]	G Xagut Floodmeadow [18%]
	Poison Stinger	46	D	Spider [40%]	D Bee [40%]
			G	Culmar Trail [12%]	G Bermia Gorge [18%]
	Insect Wings	63	D	Green Butterfly [40%]	D Sword Bee [40%]
			G	Bermia Gorge [18%]	O Sapstrath Highroad [10%]

	Bee's Nest	140	D	Veywind Stinger (Coliseum) [20%]	G	Sapstrath Highroad [8%]
			G	Voltea Woods [10%]	T	Voltea Woods
	Beetle Leg	250	D	Arrow Bee [40%]	D	Hill Shade [40%]
			G	Barnauer Highroad [10%]	T	Felgana Mine
	Venomous Stinger	330	D	Arrow Bee [23%]	D	Chrono Scorpion [23%]
				—		—
	Creepy Antenna	770	D	Shadow Shade [10%]		—
				—		—
	Demon Bug Eye	1010	D	Shadow Eater [10%]	D	Shadow Sylvan [1%]
			D	Shadow Nightmare [1%]	D	Shadow Butterfly [1%]
	Fragrant Silver Scales	1830	D	Shadow Sentry [1%]	D	Shadow Bat [1%]
			D	Shadow Leaf [1%]		—
	Beautiful Insect Wings	100	C	Milla's Shrine	C	Fort Gandala
			C	Voltea Woods	T	Trigleph
	Insect Horn	200	C	Dimensional Breach	C	Aladhi Trail
			C	Catamar Heights	T	Nia Khera
	Aphid	200	C	Sharilton	C	Agent Training Area
			C	Culmar Trail	T	Marksburg
	Aphid King	500	C	Milla's Shrine	C	Sapstrath Deepwood
			C	Sapstrath Highroad	T	Epsilla Ruins (Fractured)
	Scorpion Tail	1000	D	Auj Oule Lancer [25%]	D	Scorpactus [100%]
			C	Fort Gandala	C	Alest Highroad
Wonder						
	Crude Stinger	300	S	Rideaux (1) [10%]	C	Leronde
			C	Nia Khera Hallowmont	C	Barnauer Highroad

	Weird Fragment	50	D	Wind Butterfly (Coliseum) [20%]	G	Land of Canaan [42%]
			O	Tatalian Abyss [12%]	C	Tatalian Abyss
	Mysterious Liquid	90	D	Water Djinn [40%]	D	Terra Polwigle [40%]
			G	Lakutam Highroad [8%]	G	Fezebel Marsh [10%]
	Pure White Puffball	140	D	Ice Mandragora [40%]	D	Wind Djinn [23%]
			G	Culmar Trail [8%]	C	Bermia Gorge
	Hazardous Liquid	240	D	Gentlemundine [31%]	D	Mine Plant [23%]
			G	Fezebel Marsh [10%]	C	Labari Hollow
	Mysterious Bead	420	D	Tree Crab [31%]	G	Xailen Woods [8%]
			G	Land of Canaan [42%]	C	Laforte Research Center
	Monster Fluid	700	D	Bog Polwigle [40%]	D	Bog Ribbit [40%]
			G	Arklund Quag [10%]	C	Fezebel Marsh
	Bizarre Clump	1260	D	Fire Dragon (Coliseum) [10%]	D	Flame Doll (Coliseum) [10%]
			G	Land of Canaan [8%]	C	Land of Canaan
	Dingy Puffball	2200	D	Zebra Wyvern (Coliseum) [10%]	D	Fire Dragon (Coliseum) [10%]
			G	Land of Canaan [8%]	T	Sapstrath Deepwood (Fractured)
	Dragon Ash	3880	D	Shadow Devil [10%]	D	Zebra Wyvern (Coliseum) [10%]
			D	Magma Dragon (Coliseum) [10%]	S	Shadow Chill [10%]
	Strange Core	7000	D	Shadow Eater [10%]	D	Shadow Demon [10%]
			D	Shadow Dragon [10%]	S	Shadow Erdas [10%]
	Indigo Orb	300	C	Fezebel Marsh	C	Kukhar Ice Caverns
			C	Galia Trail	P	Poker prize [4000Chips]
	Yellow Orb	300	C	Fezebel Marsh	C	Nala Lava Tubes
			C	Old Vicalle Mine	P	Poker prize [4000Chips]

	Fireproof Cloth	700	C	Xian Du	C	Spirius Corporation
			C	Nala Lava Tubes	C	Rusalle Highroad
	Rainbow Lens	1000	C	Kanbalar	C	Orda Palace
			C	Land of Canaan	C	Nia Khera Spiritway
	Cantarella	500	C	Xailen Woods Temple	C	Tatalian Abyss
			C	Land of Canaan	C	Aladhi Trail
Specialty						
	“Ex Machina” Whiskey	700	S	Bisley [5%]	C	Trigleph
			T	Trigleph	T	Marksburg
	"Noir Rare" Brandy	600	C	Duval	T	Duval
				—		—
	Seabird Egg	400	C	Marksburg	T	Marksburg
				—		—
	Napple	300	C	Hamil	T	Hamil
				—		—
	Porange	1000	S	Muzét (Catalyst) [10%]	C	Hamil
			T	Hamil		—
	Rappig Ears	500	C	Nia Khera	T	Nia Khera
				—		—
	Holy Ash	1200	C	Milla's Shrine	T	Milla's Shrine
				—		—
	Model Windmill	2500	C	Sharilton	T	Sharilton
	Prayer Pennants	4200	C	Xian Du	T	Marksburg
			C	Hamil	T	Nia Khera
	Gaius Dumpling	600	D	Wingul (Catalyst) [100%]	C	Kanbalar
			T	Trigleph	T	Duval

	Stained Glass Fragments	3800	C	Xailen Woods Temple	T	Xailen Woods Temple
				—		—
	“Moonlight” Bourbon	8300	C	Fennmont	T	Duval
			T	Marksburg	T	Sharilton
	“Casual” Tequila	6000	C	Drellin	T	Drellin
				—		—
	Roasted Chicken	4000	S	Aska (Fractured) (2) [5%]	C	Leronde
			T	Leronde		—
	“Akebono” Sake	1600	C	Aladhi Seahaven	T	Aladhi Seahaven
				—		—
	“Floresta” Wine	2200	C	Sapstrath Seahaven	T	Sapstrath Seahaven
				—		—
	“Twilight” Shochu	3000	C	Lakutam Seahaven	T	Lakutam Seahaven
				—		—
	Bunny Doll	380	C	Spirius Corporation	T	Spirius Corporation
				—		—
	Lesser Spirit Doll	800	C	Helioborg Research Station		—
				—		—
	Old Wooden Sword	70	C	Agent Training Area		—
				—		—
	Kijara Fish	700	D	Greater Demon [100%]	D	Greater Demon EX [100%]
			C	Kijara Seafalls		—
	Temporal Shard	1800	D	Goddess Touch [100%]	D	Goddess Touch EX [100%]
			C	Nia Khera Hallowmont		—
	Smokeshrooms	550	D	Ghastly Stump [100%]	D	Ghastly Stump EX [100%]
			C	Sapstrath Deepwood		—

	Breath of Wind	2700	D	Moralzamm [100%]	D	Moralzamm EX [100%]
			C	Bermia Gorge		—
	Iron Dust	2000	C	Fort Gandala		—
				—		—
	Pink Emerald	1200	D	Fortune Stepper [100%]	D	Fortune Stepper EX [100%]
			C	Tatalian Abyss		—
	Wild Gold Dust	900	D	Veywind Stinger [100%]	D	Veywind Stinger (Enraged) [100%]
			D	Veywind Stinger EX [100%]	C	Dimensional Breach
	Prototype Booster	3500	D	Exoplasma (1) [100%]	D	Exoplasma EX (1) [100%]
			S	Wingul (Catalyst) [5%]	C	Labari Hollow
	Water Lily	4300	C	Orda Palace	T	Orda Palace
				—		—
	Obsidian	1600	C	Laforte Research Center	T	Laforte Research Center
				—		—
	Golden Frog Egg	2400	D	Dark Teagle [100%]	D	Dark Teagle EX [100%]
			C	Fezebel Marsh	T	Fezebel Marsh
	Empty Spirit Fossil	600	D	Hammerzamm [100%]	D	Hammerzamm EX [100%]
			C	Felgana Mine		—
	Working Gear	3000	S	Chronos (4) [5%]	C	Land of Canaan
				—		—
	Ancient Fish Scales	400	D	Scorpactus [50%]	D	Scorpactus EX [50%]
			C	Alest Highroad		—
	Torbalan Jade	800	D	Veywind Eye [100%]	D	Veywind Eye (Berserk) [100%]
			D	Veywind Eye EX [100%]	C	Torbalan Highroad
	Light-Leaf Clover	1000	D	Graddic Claw [100%]	D	Graddic Claw EX [100%]
			C	Rusalle Highroad		—

	Aladhian Beetle	1300	D	Heavy Claw [100%]	D	Heavy Claw EX [100%]
			C	Aladhi Trail		—
	Galia Leaf	300	C	Galia Trail		—
				—		—
	Husk of Legend	1600	D	Radiant Horn [100%]	D	Radiant Horn EX [100%]
			C	Nia Khera Spiritway		—
	Driftwood	470	C	Xagut Floodmeadow		—
				—		—
	Sapstrath Amber	2200	C	Sapstrath Highroad		—
				—		—
	Sharilton Butterfly	2500	D	Arrow Folzam [100%]	D	Arrow Folzam EX [100%]
			C	Culmar Trail		—
	Talysian Cactus	780	D	Vampiric Plant [100%]	D	Vampiric Plant EX [100%]
			C	Talys Highroad		—
	Brutaur's Footprints	3000	C	Lakutam Highroad		—
				—		—
	Wyvern's Claw	1800	D	Siennabronc [100%]	D	Siennabronc EX [100%]
			C	Royal Hunting Grounds	T	Kanbalar
	Princessia	1200	C	Mon Highlands	T	Mon Highlands
				—		—
	Water Spirit's Tears	4300	D	Snow Cougar [100%]	D	Snow Cougar EX [100%]
			S	Celsius (1) [5%]	C	Xailen Woods
	Fire Spirit's Rage	4300	D	Leviadragon [100%]	D	Leviadragon EX [100%]
			D	Magma Dragon [100%]	C	Nala Lava Tubes
	Snow Butterfly	2200	D	Hydro Blade [100%]	D	Hydro Blade EX [100%]
			C	Kukhar Ice Caverns		—

	Snowcrystal	4000	D	Celsius (2) [100%]	D	Bluetaur [100%]
			C	Sillea Tundra	T	Kanbalar
	Icefish	3400	C	Tulea Tundra		—
				—		—
	Voltean Grasshopper	2500	C	Voltea Woods	T	Leronde
				—		—
	Lightshroom Spores	700	C	Old Vicalle Mine		—
				—		—
	Old Pickaxe	200	D	Wind Racer [100%]	D	Wind Racer EX [100%]
			C	Catamar Heights		—
	Nightshine Plume	5800	D	Krudis Eye [100%]	D	Krudis Eye EX [100%]
			C	Barnauer Highroad		—

Item Data
Valuables

Name	When Obtained
GHS	—
Contract	—
Broken Watch (Ludger)	—
Broken Watch (Julius)	—
Spirius Corp. Emblem	—
Job Certification	—
Key to the Kitty Room	Debt Repayment Interval 3-4
Item Book	In the Library
Enemy Book	In the Library
Battle Book	In the Library
World Map	Debt Repayment Interval 6-7
Item Sphere	Debt Repayment Interval 4-5
Item Sphere Plus	05 Elle's Belongings
Artes Sphere	Muzét (Fractured)
Winged Boots	Arrival at Aladhi Seahaven
Fractured Dimension Data	—
Guest Keycard	Chapter 7 Oscore Station (Fractured)
Gilland's Memo	Chapter 7 Oscore Station (Fractured)
Energy Unit	Chapter 10 Epsilla Ruins (Fractured)
Maxwell's Temporal Blade	Chapter 13 Marksburg (2)
Long Dau's Dust	Chapter 13 Marksburg (2)
Seafall Phantom's Eye	Chapter 13 Marksburg (2)
Ark Sentinel's Heart	Chapter 13 Marksburg (2)
Ultimate Chromatus Bearer	Chapter 13 Marksburg (2)
True Canaan Waymarker	—
Celsius Fossil	Jude Episode 5
Key to the Storeroom	Alvin Episode 2
Dull Colored Gemstone	—
Rowen's Will	—
Resonance Stone	—
Delivery Envelope	Leia Episode 1
Delivery Confirmation Slip	Leia Episode 1
Camera	—
Commemorative Photo	—
Spirit Radio	—
Booster	Bonus Episode
Maxwell Spyrite	Jude learns from Maxwell
Ancient Bell	Illusionary Darkness
Ruby's Collar	Kitty Sightings 2
Suzu's Collar	Kitty Sightings 3
Yuni's Collar	Kitty Sightings 5
Croquette's Collar	Kitty Sightings 19
Cannon's Collar	Kitty Sightings 23
Lil Scrappy's Collar	Kitty Sightings 6
Wily's Collar	Kitty Sightings 24
Luke's Collar	Kitty Sightings 1
Kyo's Collar	Kitty Sightings 12
Breezy's Collar	Kitty Sightings 13
Tartaros' Collar	Kitty Sightings 22
Rocky's Collar	Kitty Sightings 20
Boris' Collar	Kitty Sightings 28
Chi-Chi's Collar	Kitty Sightings 7
Taka's Collar	Kitty Sightings 8
Torche's Collar	Kitty Sightings 9
Mao's Collar	Kitty Sightings 14
Nanaly's Collar	Kitty Sightings 26
Noel's Collar	Kitty Sightings 25
Prickly Pete's Collar	Kitty Sightings 4
Meowcifer's Collar	Kitty Sightings 10
Natalina's Collar	Kitty Sightings 11
Holmes' Collar	Kitty Sightings 15
Stumbles' Collar	Kitty Sightings 16
Dasher's Collar	Kitty Sightings 17
Carolina's Collar	Kitty Sightings 27
Nelly's Collar	Kitty Sightings 21
Monty's Collar	Kitty Sightings 18
Code J - Disk 2	20 Traces of Kinship 2
Code J - Disk 2 Analysis	—
Code J - Disk 3	29 Traces of Kinship 3
Code J - Disk 3 Analysis	Unlock Julius' room
50 KGs of High Quality Beef	27 Balan's Plea
Erston's Letter	28 Once Mercenaries
Mint's Job Report	30 Femme Fatales 1
Money Lover's Job Report	31 Femme Fatales 2
Leia's Job Report 1	16 Leia Report 1
Leia's Job Report 2	25 Leia Report 2
Leia Job Report 3	17 Leia Report 3
Maiden's Job Report	19 The Shrinemaiden's Request
Diner Employee's Job Report	02 What Could Have Been
Mission Report 1	06 Traces of Kinship 1
Mission Report 2	20 Traces of Kinship 2
Mission Report 3	29 Traces of Kinship 3
Bisley's Job Report	21 Bisley's Orders
Rideaux's Job Report	11 Rideaux's Request
Girl's Job Report	01 The Girl's Gift
Father's Job Report	07 The Father's Gift
Vera's Job Report	21 From Vera with Sympathy
Derrick's Job Report	22 Birds of a Feather
Driselle's Job Report	08 Driselle's Crisis
Sonia's Job Report	12 Relaxing Leronde Lodge
Karla's Job Report	09 Karla's State of Affairs
The Four's Job Report	23 Request from The Four
Balan's Job Report	27 Balan's Plea
Erston's Job Report	28 Once Mercenaries
Marvin's Job Report	14 Meeting with Julius
Spicy Chef's Job Report	24 The Spicy Chef
Elle's Job Report	05 Elle's Belongings
Dissertation of the Six	19 Dissertation of the Six
Dealer's Job Report	15 Poker Face
Nova's Job Report	03 The Debt - Part 1
Aaron's Job Report	10 The Debt - Part 2
Landlord's Job Report	04 The Days of Our Lives
Prize Voucher	Elize Episode 2
Classmate Contact List	03 The Debt - Part 1
Spirius Corp. Job Report	The Veywind Eye Strikes Back

Item Data

Extractors

Extractor Name	Category	Details
Pebble	Treasure Chest	Ivar's bag after Main Chapter 02.
Droplet	Default Equipment	Ludger
Spark	Default Equipment	Alvin
Breeze	Quest	Quest: Precise Measurements
Shine	Default Equipment	Jude
Soot	Default Equipment	Rowen
Stalactite	Main Chapter	Main Chapter 03 / Sledgehammer tutorial
River	Treasure Chest	Kijara Seafalls
Flame	Quest	Quest: Godly Ashes
Gust	Treasure Chest	Bermia Gorge
Sunbeam	Quest	Quest: Let's Trade!
Shade	Quest	Quest: Bring it Right Now!
Peak	Treasure Chest	Felgana Mine
Waterfall	Treasure Chest	Kukhar Ice Caverns
Bonfire	Treasure Chest	Nala Lava Tubes
Gale	Custom Order	
Aurora	Default Equipment	Gaius
Cavern	Default Equipment	Muzét
Mountain	Custom Order	
Ocean	Custom Order	
Inferno	Custom Order	
Hurricane	Custom Order	
Supernova	Custom Order	
Black Hole	Custom Order	
Starfire	Custom Order	
Fertile Soil	Treasure Chest	Sapstrath Deepwood
Lightning Bolt	Main Chapter	Main Chapter 04 / Dual Pistol Tutorial
Tornado	Quest	Quest: You're on an Adventure, Right?
Undertow	Default Equipment	Elize
Glacier	Default Equipment	Leia
Starfire Plus	Treasure Chest	PD Nia Khera
Fertile Soil Plus	Quest	Quest: Dunno the Details
Lightning Bolt Plus	Quest	Quest: Cold-Hearted Sentinels
Tornado Plus	Custom Order	
Undertow Plus	Custom Order	
Glacier Plus	Custom Order	
Mega Starfire	Custom Order	
Mega Fertile Soil	Custom Order	
Mega Lightning Bolt	Quest	Quest: Tomorrow is my Lover's Birthday
Mega Tornado	Quest	Quest: You Using Any Good Weapons?
Mega Undertow	Custom Order	
Mega Glacier	Quest	Quest: The Lie Becomes the Truth
Ultimate Starfire	Quest	Quest: The Last Shard
Ultimate Fertile Soil	Main Chapter	Main Chapter 09 Battle Vs. Odin
Ultimate Lightning Bolt	Quest	Quest: Banned from the Club
Ultimate Tornado	Quest	Quest: The Law of the Gentleman
Ultimate Undertow	Custom Order	
Ultimate Glacier	Character Episode	Item dropped at battle vs. Celcius
Yin and Yang	Mini-game	
Steam Pressure	Quest	Quest: Triumph Over Evil - Part 1
Fissure	Custom Order	
Blinding Lightning	Treasure Chest	Catamar Heights
Rain of Fire	Custom Order	Sharilton
Black Ice	Treasure Chest	Arklund Quag
Burning Meteor	Custom Order	Fennmont
Flowing Rainclouds	Custom Order	Xian Du (Coliseum)
Scorched Earth	Mini-game	Item Exchange
Burning Windmill	Quest	Quest: Aren't You Cold?
Broken Levy	Quest	Quest: Lily-Collecting
Mudslide	Custom Order	
Solar Eclipse	Quest	Quest: The Subtlety of Falling Snow
Shining Steam	Quest	Quest: Grass Research
Wind Tunnel	Quest	Quest: Can't Buy It Anywhere
Forest Fire	Treasure Chest	Illusionary Darkness
Black Rain	Character Episode	Item dropped at battle vs. Otulp (Catalyst)
Black Fissure	Quest	Quest: Triumph Over Evil - Part 2
Badlands	Character Episode	Item dropped at battle vs. Catalyst Nachtigal
Heavenly Rain	Custom Order	
Burning Gravity	Custom Order	
Melting Mercury	Treasure Chest	Illusionary Darkness
Dark Rift	Treasure Chest	Illusionary Darkness
Tropical Thunderstorm	Default Equipment	Milla
Lightning and Hail	Main Chapter	Main Chapter 11 Item dropped by Victor
Torch Nebula	Mini-game	Item exchange
Whirlpool	Quest	Quest: Triumph Over Evil - Part 3
Erupting Geyser	Mini-game	Item exchange
Twilight Pyre	Treasure Chest	Illusionary Darkness
Dark Maelstrom	Custom Order	
Nightless World	Quest	Quest: A Favor
Lightless World	Quest	Quest: I'm Scared
Nightless Universe	Custom Order	After cleared game once
Lightless Universe	Custom Order	After cleared game once
Yggdrasil	Main Chapter	Upon completing Main Chapter 14
Elysium	Main Chapter	Main Chapter 16 Battle against Bisley (Second time)
The All-Father	Custom Order	After cleared game once

Side Quests Videos

Elite Monsters Part 4

Hydro Blade

Video is restricted

Vampiric Plant

Video is restricted

Cthulhu Demon

Video is restricted

Magma Dragon

Video is restricted

Snow Cougar

Video is restricted

Side Quests Videos

Elite Monsters Part 3

Veywind Stinger

Video is restricted

Wind Racer

Video is restricted

Hammerzamm

Video is restricted

Krudis Eye

Video is restricted

Goddess Touch

Video is restricted

Graddic Claw

Video is restricted

Arrow Folzam

Video is restricted

Ghastly Stump

Video is restricted

Bluetaur

Video is restricted

Dark Teagle

Video is restricted

Exoplasma

Video is restricted

Scorpactus

Video is restricted

Veywind Eye

Video is restricted

Heavy Claw

Video is restricted

Radiant Horn

Video is restricted

Greater Demon

Video is restricted

Moralzamm

Video is restricted

Siennabronc

Video is restricted

Character Stories Videos

Bonus Chapter

Gentledroid

Video is restricted

Elemental Golem Part 1

Video is restricted

Elemental Golem Part 2

Video is restricted

Elemental Golem Part 3

Video is restricted

Character Stories Videos

Muzet's Story

Vaioplume

Video is restricted

Wingul, Agria, Jiao, & Presa (Fractured)

Video is restricted

Otulp (Fractured)

Video is restricted

Character Stories Videos

Leia's Story

Hangerzamm

Video is restricted

Character Stories Videos

Rowen's Story

Sonny (Catalyst)

Video is restricted

Nachtigal (Fractured)

Video is restricted

Malachite Beak (x5)

Video is restricted

Jiao (Catalyst)

Video is restricted

Character Stories Videos

Alvin's Story

Ivar

Video is restricted

Alvin & Agria (Fractured)

Video is restricted

Blaze Claw

Video is restricted

Aska (Fractured)

Video is restricted

Melancholic Decay & Melancholic Soul

Video is restricted

Maxwell (Fractured)

Video is restricted

Muzet (Catalyst)

Video is restricted

Character Stories Videos

Jude's Story

Mega Tusk (Catalyst)

Video is restricted

Celsius

Video is restricted

Celsius & Aqua Dragon (Enslaved)

Video is restricted

Walkthrough Videos

Chapter 16

Chronos

Video is restricted

Bisley

Video is restricted

Walkthrough Videos

Chapter 15

Julius

Video is restricted

Walkthrough Videos

Chapter 14

Jude

Video is restricted

Milla

Video is restricted

Rideaux & Ivar

Video is restricted

Walkthrough Videos

Chapter 13

Chronos (part one)

Video is restricted

Chronos (part two)

Video is restricted

Walkthrough Videos

Chapter 12

Victor

Video is restricted

Walkthrough Videos

Chapter 11

Rideaux

Video is restricted

Walkthrough Videos

Chapter 10

Odin (Catalyst)

Video is restricted

Wingul (Catalyst)

Video is restricted

Seafall Phantom (Catalyst)

Video is restricted

Aska (Fractured)

Video is restricted

Chronos (Fractured)

Video is restricted

Julius

Video is restricted

Muzet (Fractured)

Video is restricted

Rideaux

Video is restricted

Walkthrough Videos

Chapter 6

Spirius Gatekeeper

Video is restricted

Walkthrough Videos

Chapter 5

Ivar

Video is restricted

Volt

Video is restricted

Walkthrough Videos

Chapter 4

Ivar

Video is restricted

Rowen

Video is restricted

Walkthrough Videos

Chapter 1

???

Video is restricted

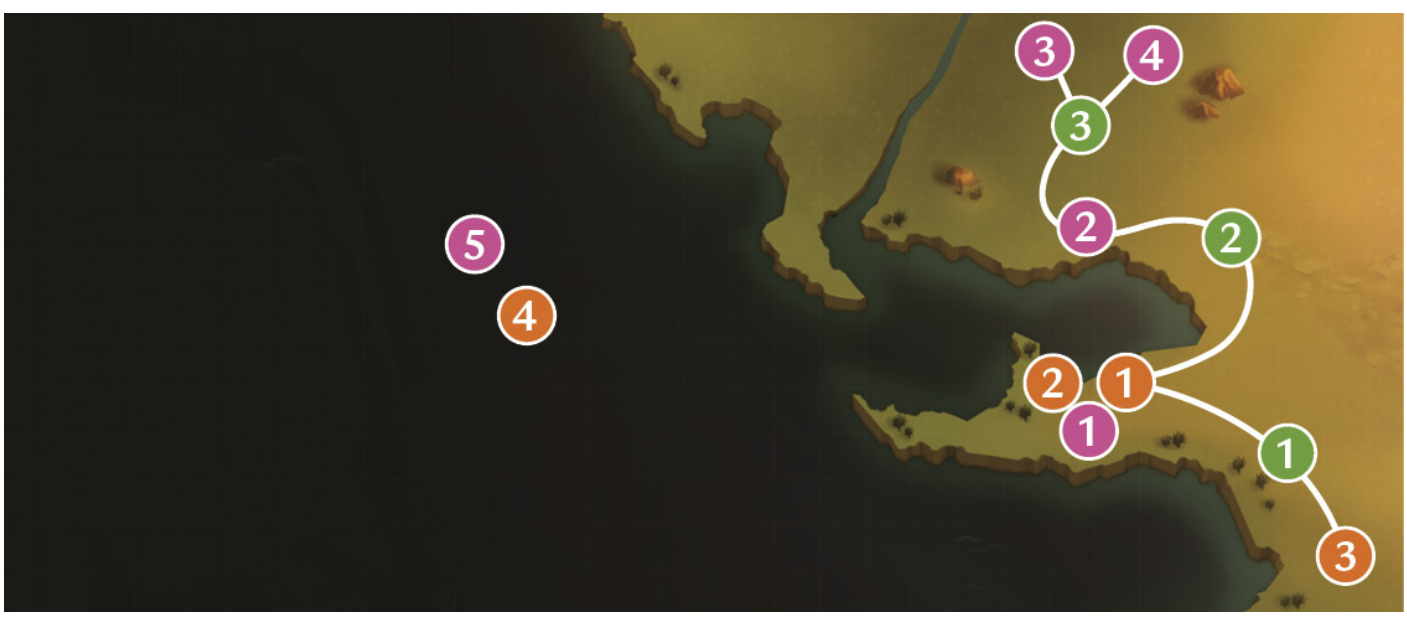
Julius

Video is restricted

Walkthrough

World Map

Elympios



Field

1 Alest Highroad	2 Torbalan Highroad	3 Rusalle Highroad

Town

1 Trigleph	2 Spirius Corporation	3 Duval
4 Marksburg		

Dungeon

1 Agent Training Facility	2 Helioborg Research Station	3 Tatalian Abyss
4 Dimensional Breach	5 Land of Canaan	

Drellin Region

Town

1 Drellin

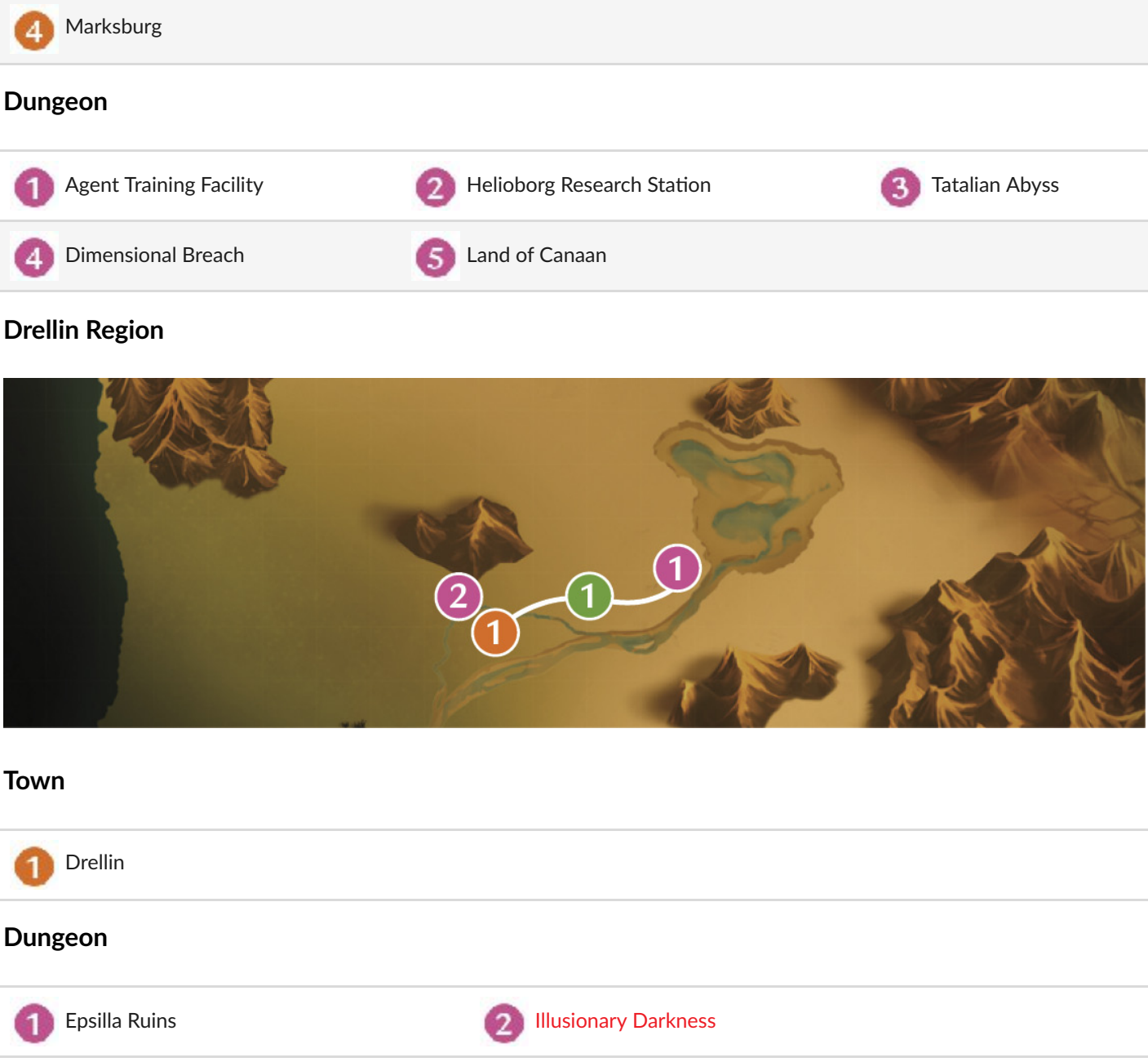
Dungeon

1 Epsilla Ruins	2 Illusionary Darkness

Field

1 Catamar Heights

Rieze Maxia



Field

1 Aladhi Trail	2 Galia Trail	3 Nia Khera Spiritway
4 Xagut Floodmeadow	5 Sapstrath Highroad	6 Culmar Trail
7 Talys Highroad	8 Lakutam Highroad	9 Royal Hunting Grounds
10 Mon Highlands	11 Xailen Woods	12 Sillea Tundra
13 Tulea Tundra	14 Barnauer Highroad	15 Arklund Quag
16 Voltea Woods		

Town

1 Marksburg	2 Hamil	3 Nia Khera
4 Milla's Shrine	5 Sharilton	6 Xian Du
7 Kanbalar	8 Xailen Woods Temple	9 Fennmont
10 Orda Palace	11 Laforte Research Center	12 Leronde
13 Aladhi Seahaven	14 Sapstrath Seahaven	15 Lakutam Seahaven

Dungeon

1 Kijara Seafalls	2 Nia Khera Hallowmont	3 Sapstrath Deepwood
4 Bermia Gorge	5 Fort Gandala	6 Labari Hollow
7 Nala Lava Tubes	8 Kukhar Ice Caverns	9 Fezebel Marsh
10 Felgana Mine	11 Old Vicalle Mine	12 Land of Canaan

Walkthrough

Walkthrough Tips

Use Your Maps

Your current objective is shown by a gold star on the in-game maps, and it will guide you during the main chapters. If you ever lose your place in the game or if you want to see what's available, simply check the World Map. The World Map will show a gold star next to the location for the current chapter. It will also have a red ! next to areas that have a Character Episode and a green ! indicating the target of an Event Quest.

Quests With a Limited Time Frame

As a general rule, there's no time limit for quests written in red. However, the Event Quests listed below will disappear when you reach a certain point in the game, and you will not get another chance to complete them! If you're determined to complete all of the game's quests, make sure you do these as soon as they appear. Additionally, note that you'll be able to gain affinity with Fractured Milla until the beginning of Chapter 11.

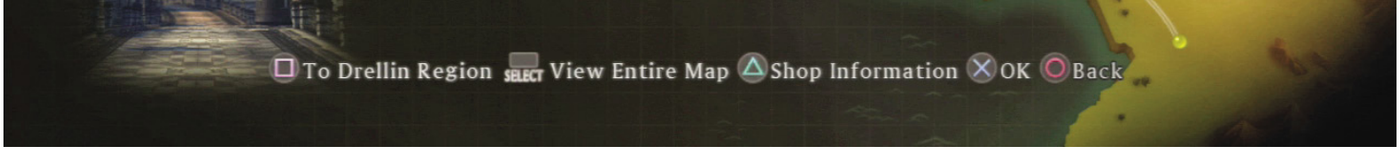
Limited-Time Event Quests

Completion Deadline	Event Quest Name
Chapter 12 start	14 Meeting with Julius
Chapter 12 Trigleph (4), Sharilton (Fractured)	01 The Girl's Gift/07 The Father's Gift
Chapter 13 Marksburg (2)	05 Elle's Belongings/06 Traces of Kinship: Part 1
Chapter 14 start	11 Rideaux's Request

Characters Stories First

During debt repayment intervals, new Character Story episodes can become available. These will show up on the World Map as a red !. Although you can complete most of them at your leisure (once they appear) some are time-based and can expire. As a general rule you should complete each episode as soon as it appears, before paying back the debt and continuing the next chapter of the Main Story. A lot of the chapters have bonus scenes that require completion of a specific Character Episode. If you haven't done that episode, not only would you miss some extra cinemas, but also many of the bonus scenes that have a chance to boost a character's affinity.

Unleash the Cats



With all the other events going on in the game, it can be hard to remember to use the Kitty Dispatch. But keep in mind that it takes time for them to search. The sooner you send them out, the quicker they will return. There are items that can lower the cats' return time, but the important thing is to constantly keep the kitties busy. As soon as you find a cat in an area, that area's name will appear in the Kitty Dispatch. Immediately send your cat to the new region and it is likely to bring back a friend. The more cats you send out, the greater the odds of collecting items, plus you can retrieve more items on each errand. Many of the quest items can only be found through the Kitty Dispatch, and it is also a great method to gather materials for Custom Orders.

Note

Cats don't appear in the Fractured Dimensions.

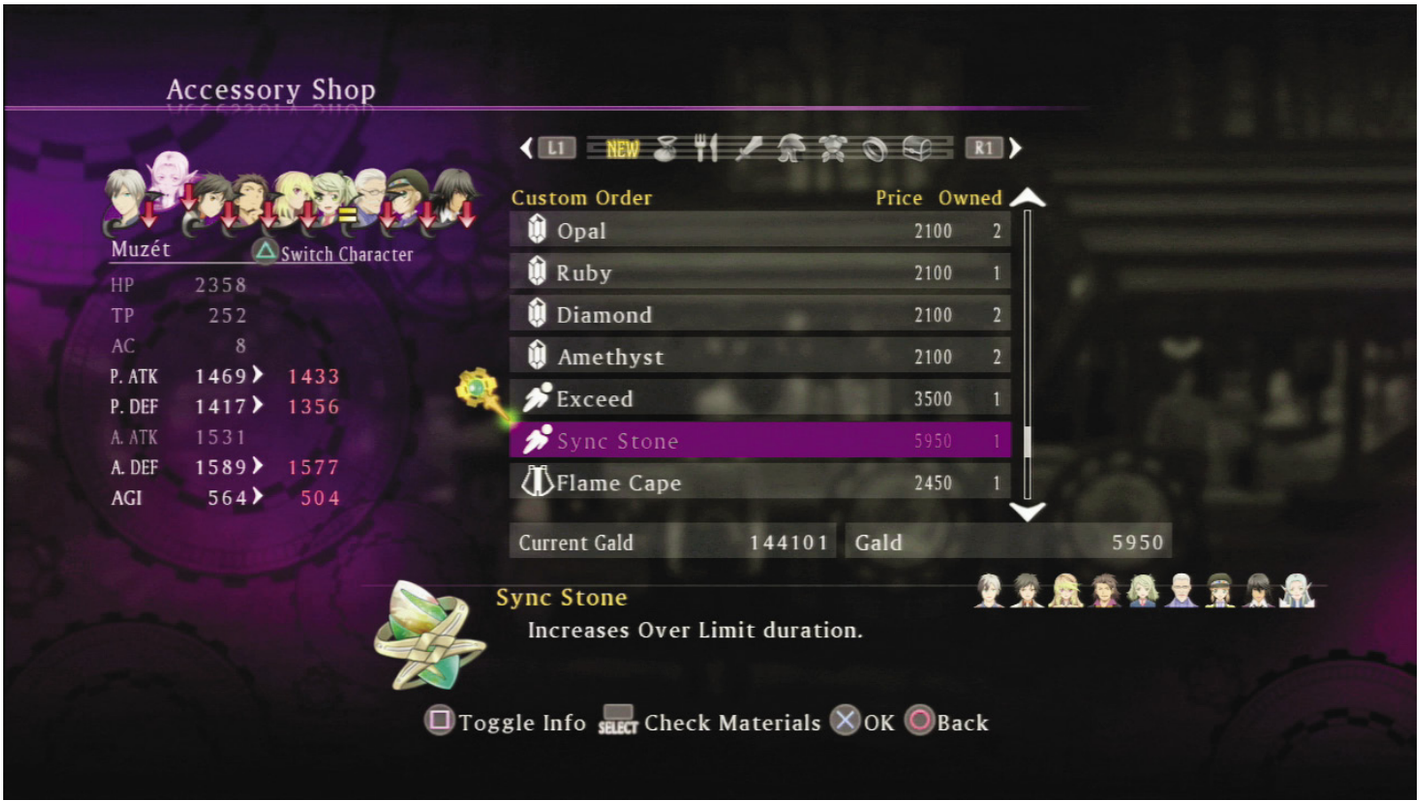
Building Affinity With NPCs

At the end of Chapter 15, if you've built enough affinity with NPC characters Bisley, Julius, and Elle, you'll receive a unique weapon as a prize in Ludger's mailbox at his apartment. So when making Ludger's dialogue choices, you should generally choose the option that builds the most affinity with those three characters. However, getting the weapon from Elle requires so much affinity that it isn't technically possible to do it on your first pass through the game; you'll have to carry over your affinity into New Game+ and complete the game a second time to get it! Because of these, you should prioritize raising affinity with Bisley and Julius on your first pass through the game. Pay close attention to the dialogue choices and you can earn some awesome items.

Unique Affinity Items

- Elle: 8000 Affinity = Dual Blades Pollux Twins
- Bisley: 4000 Affinity = Sledgehammer Spirius Surrender
- Julius: 4000 Affinity = Dual Pistols Spirius Model-4304

Custom Orders to Look Out For



You can make powerful items through Custom Orders that are unavailable anywhere else. However, the materials for these items are difficult to find. It would take a great deal of materials to make every item for every character, so it's a better idea to prioritize accessories and extractors that can be used by everyone in the party. Extractors are especially useful, since they allow you to learn skills and artes earlier. Note that the items you can order after completing a certain post-game condition are among the finest in the games, so you'll definitely want to make those.

Note

You can order each character's best equipment after completing the EX Tag mode in the Coliseum, but as those items require other items be made for use as materials, they're difficult to make.

Exceptional Custom Orders

Item Type	When Unlocked	Where Unlocked	Properties
Garnet, Aquamarine, Opal, Ruby, Diamond, Amethyst	Debt repayment interval 7–8	Sharilton (Central Square)	Raises your resistance to the corresponding element by 50%. A great trump card against the enemy's elemental attacks.
Sync Stone	Debt repayment interval 7–8	Sharilton (Central Square)	Lengthens Over Limit duration, allowing for longer Linked Artes chains.
Exceed	Debt repayment interval 7–8	Sharilton (Central Square)	Adds 1 AC. Equip this when you want to perform longer combos.

Mystic Emblem/Mystic Symbol	Debt repayment interval 8–9/Debt repayment interval 12–13	Kanbalar (Main Road)/Drellin (Central Square)	The Mystic Emblem reduces magical artes casting times by 10%, while the Mystic Symbol reduces it by 20%. Equip this to characters who primarily cast artes: Elize, Rowen, and Muzét.
Shock Ward, Muddle Ward, Stone Ward	Debt repayment interval 9–10	Drellin (Central Square)	Provides a 50% chance of negating ailment point gains. Action-restricting ailments like Paralysis, Confusion, and Petrify can be devastating, so use these to protect against them.
Emerald Ring/Faerie Ring	Debt repayment interval 9–10/Debt repayment interval 12–13	Drellin (Central Square)	The Emerald Ring reduces TP costs to 2/3 of the original cost, while the Faerie Ring reduces them to 1/2 of the original cost. Equip this to a character who fights primarily with magical artes.
Black Onyx	Debt repayment interval 10–11	Fennmont (Samsara Trading Post 1F)	Up to 30% HP increase. Great item if your characters keep dying in battle or for low-HP-based teammates.

Key Debt-Repayment Milestones

If you want to repay your debts quickly, the best way to do so is to prioritize fighting Elite Monsters. Defeating even just one or two of them will provide a great deal of gald and points. Try to accept monster eradication quests in the same area as the Elite Monsters so you can do this while you're in the area. Note that the game doesn't force you to pay back more than you need to, but by paying relatively little extra, you can earn two very valuable rewards early in the game. The sooner you get these, the sooner you can put them to work against bosses. You can also get these items by continuing to pay your debt even after it's cleared in Chapter 14.

Repayment	Item	Description
180000	Skill Tome: "Absolute Defense" AL	This teaches Alvin's Impregnable Guard skill, which makes foes unable to guard break you. Ultimately, every character besides Ludger will get their own version of Absolute Defense, but what's great about Alvin's is how cheaply you can get it.
290000	Skill Tome: "Born Healer" JD	This teaches Jude's Restore Plus skill. When you partner with Jude, this skill will increase his odds of resurrecting his fallen partner by 20% (to 70%). This will greatly reduce the amount of Life Bottles you need, making it extremely useful in boss fights.

Can't-Miss Poker Prizes

After you clear Event Quest 15, Poker Face, you'll be able to play the poker mini-game. The chips you earn in this game can be redeemed for a number of precious items that will make your life much easier. To accumulate chips, use the Gold Dice item. If you win using this, it's possible to get 179200 chips at one go. To do so, buy chips with gald, redeem them for the Gold Dice item, and then save your game before you sit down to play.

Note

The Gold Dice item will guarantee a flush four or five times in a row. Double up for eight straight wins.

Useful Items to Get

Required Chips	Item	Description
5000	Red Cape	Absorbs Fire, Earth, and Light damage, but you take double damage from Water, Wind, and Dark. It's extremely useful against foes who don't attack with those elements.
5000	Blue Cape	Absorbs Water, Wind, and Dark damage, but you take double damage from Fire, Earth, and Light. This gives you an option for when the Red Cape would be ineffective.
8000	Yin and Yang	An extractor that extracts Light (4x) and Darkness (4x)
8000	Scorched Earth	An extractor that extracts Fire (3x), Earth (2x), and Darkness (2x)
9000	Torch Nebula	An extractor that extracts Fire (3x), Earth (4x), Light (1x), Darkness (1x)
10000	Erupting Geyser	An extractor that extracts Fire (2x), Water (3x), Wind (3x), and Earth (2x)
20000	Friendship Potion	An item that boosts your affinity with a character by 500 points. Useful for when you want to get a certain Skill Tome early.
5000	Iolite Ore	A material that has no particular use but can be sold for 20000 gald. Converting all of your chips into these and these into gald is an efficient way to pay your debt.

Tactics for Earning Titles

When you meet certain conditions, you'll earn titles that increase the amount of Grade you get for your second playthrough. Many titles require you to take some action a certain number of times. If you have these conditions in mind as you play the game, it will be easier to get them. One to watch out for is "Complete the Game Without Using Your Transformation More than 50 Times". This title begins keeping track at the end of Chapter 13, so you can transform as much as you want before then. In fact, you should use it very aggressively before then, so you can earn the titles that require you to use it frequently - those exist too.

How to Optimize Your Titles

Technique	Explanation
Battle Monsters	Fight monsters frequently. Take special care to battle any previously unseen monsters before they can run away.
View Skits Immediately	View skits as soon as the prompt appears. You won't get credit towards these titles for viewing them from the menu.
Pick Up Items	Collect items from the map as you proceed.
Trigger Food Effects	Buy lots of food so you can always have a food item active.
Pursue Quests	Complete lots of quests to earn merit points. Make sure to battle those Elite Monsters.
Dispatch Cats	Use Kitty Dispatch to have your cats seek items from everywhere.
Link	Always be linked in combat, and have your AI partners link too. Change partners frequently to put their combat abilities to good use.
Raise Affinity	Complete everyone's character episodes.
Use Restraint on Transformations	After the end of Chapter 13, save your transformations for bosses and Elite Monsters only.
Go for Big Combos	Chain together combos with large numbers of hits by linking artes of various different types. Use shortcuts to make this easier.
Use Weakness-Exploiting Combos	Use Weapon Swap and a variety of artes to attack enemy weaknesses with Ludger. Aim for the nine-action combo.
Use Linked Artes Chains	Chain your Linked Artes during Over Limit, and aim for the longest chains possible.
Use Special Abilities	Frequently change the character you control as you fight.
Block	Block frequently with the Power Charge skills for maximum effect.

Changing Party Members

During intervals, you're free to change the three companions who battle alongside Ludger. You have eight possible choices, which is plenty to create advantageous combinations of abilities or shore up potential weaknesses. Basically, each party has a short-range fighter, a healer, and a support player. You can choose among these parties for when you want to prioritize offense versus survivability.

Balanced Party

Well-balanced on offense and defense. With a wide variety of artes between them, Jude and Milla are sufficiently powerful, and between Jude's support and Elize's healing the defensive side is reasonably covered. This is a good all-around party, proficient in physical attacks, magical attacks, and healing.

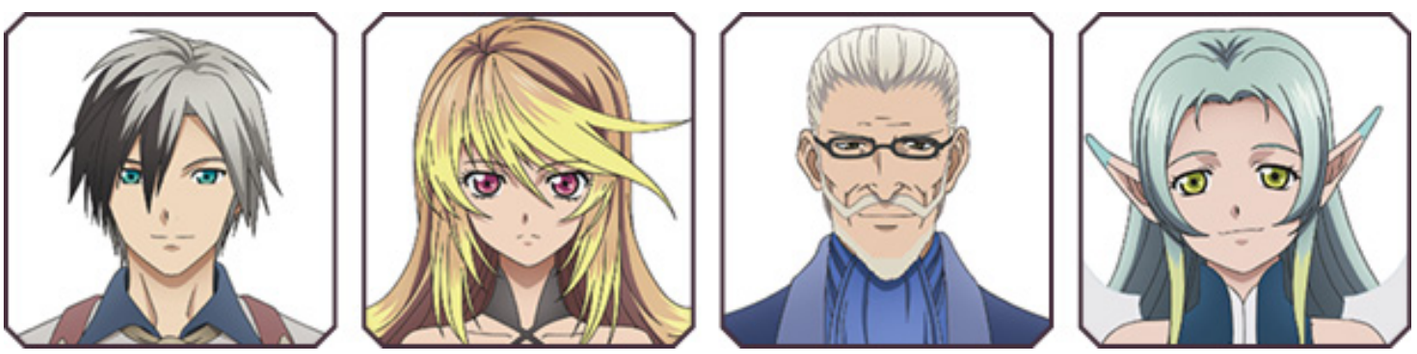
Physical Attack Party

A team of the game's most powerful attackers. Between Alvin and Gaius you'll be able to shatter both regular blocks and Iron Guards. This party has Leia to provide healing, but you can swap her out for Jude for even greater physical offense.

Survivor Party

A party designed to weather enemy attacks. Elize is on full-time healing duty, Leia can provide healing as well as support, and by linking with Muzét you can use Support Warp for improved evasion. This party is designed to back up Ludger as he fights with his dual pistols from afar.

Magical Attack Party



A party focused on powerful magic. It has access to wide-area spells in a variety of elemental types, making it useful for large parties of foes. Ludger can turn to both Rowen and Muzét for defensive support while striking at foes from afar.

Best Meals for Boss Fights

Eat foods that boost your Attack and Defense before fighting bosses. Before you reach the boss, use foods that restore HP and TP and fight lesser foes so you can face the boss at full health while saving all your recovery items for the fight itself. During normal exploration, stay full with other foods like those that boost EXP—titles are awarded for eating regularly.

Food	Effect	Description
Fruit n' Cheese, Croquette Parfait	Post-Battle HP & TP Recovery	Eat these when you're running low on HP while exploring, especially when there's a boss ahead.
Soba Omelette, Takoyaki Ramen	P.ATK & A.ATK Up	Eat these before bosses; whether you want to focus on offense or defense depends on your party makeup. If you die, retry and try a different meal.
Yakisoba Noodles, Veggie Sticks, Seaweed Salad	P.DEF & A.DEF Up	Eat these before bosses; whether you want to focus on offense or defense depends on your party makeup. If you die, retry and try a different meal.
Fruit Yakisoba	P.ATK, A.ATK, P.DEF, & A.DEF Up	Eat these before bosses; whether you want to focus on offense or defense depends on your party make up. If you die, retry and try a different meal.
Beef Bowl, Spicy Chicken Roll	EXP Up	Use these when you see a Bacura. If you're confident you can beat a boss, you can eat these instead.

Minestrone, Tomato a la Mode	Elemental Ore Up	Use these when you see a Bacura. If you're confident you can beat a boss, you can eat these instead.
Tofu Miso Soup, Seafood Stew	Gald Up	Eat these when you encounter a Gald Freak.

AI Settings for Allies

You can use the Strategy menu to set general guidelines for how your allies behave. This allows you to designate them into specific roles, like healer or link partner.

You can also set them to not use artes when they're using too many. You may also want to set them to not use artes of certain damage types and artes with knockback effects for the sake of your weakness-exploiting combos. If there's an arte you want them to use frequently, set a shortcut so you can order them to use it whenever you like. This is particularly useful for wide-area attacks, healing spells, and artes that you want them to use during your combos.

Example AI Configuration

This strategy is designed for Ludger to link with Leia, while Jude provides combat support and Elize focuses on healing. Leia has been set not to use TP so that Ludger can use her TP through TP Sharing. Jude has been set not to link so that Elize will link with him and he'll have access to HP/TP recovery through Teepo Drain as he fights aggressively. (When AI partners link, the one who initiates the link becomes the support partner.) Everyone has been set to not use Linked Artes so Ludger can use them himself. Since Leia has skills that affect item use, she was assigned to be the priority item user in the party.

Tactics	Jude	Elize	Leia
Target	Spread Out	Protect Allies	Focus Attacks
Action	Mainly Artes	Prioritize Healing	Up to You
HP Levels	Do What You Can	Be Careful	Tough it Out
TP Consumption	Give it Your All	Save Some TP	Store TP
Linking	Do Not Link	Link Often	Link Often
Link Tactics	Act Freely	Act Freely	Act Together

Link Artes	Do Not Use	Do Not Use	Do Not Use
Auto-Items	Use	Use	Prioritize Use

Stealing Items from Bosses

Leia's Item Steal support ability allows her to steal precious items from a small handful of bosses. The odds of successfully stealing these items are 5%, so make sure to learn and set her Steal Plus skill, which boosts the odds by 30%. Note that all of these items can be made as Custom Orders, so if you don't manage to steal them, it doesn't mean you won't ever be able to get them.

Items to Steal from Bosses

Name	Occurrence	Items	Details
Chronos	Chapter 7, Dimensional Breach (Fractured)	Hourglass	When used during battles, temporarily freezes all enemy movement. It's also used as a Custom Order material.
Wingul (Catalyst)	Chapter 8/9, Kanbalar (Fractured)	Prototype Booster	This is needed for a quest, and is also used as a Custom Order material. You can get these via Kitty Dispatch too.
Odin (Catalyst)	Chapter 10, Epsilla Ruins (Fractured)	All-Divide	When used in combat, reduces all damage by 50%. It's also used as a Custom Order material.
Chronos (2)	Chapter 16, Land of Canaan	Working Gear	Used as a Custom Order material. You can also get these via Kitty Dispatch.
Maxwell (Fractured)	Milla Episode 6, Temporal Crossroads (Fractured)	Elemental Cape	An accessory that boosts resistance to all damage types by 15%. It's also used as a Custom Order material.
Agria (Fractured) (2)	Alvin Episode 4, Milla's Shrine	Magic Symbol	An accessory that boosts A.ATK by 10%. It's also used as a Custom Order material.
Nachtigal (Fractured)	Rowen Episode 3, Orda Palace (Fractured)	Strength Ring	An accessory that boosts STR by 15%. It's also used as a Custom Order material.

Pluto	Quest 26, Maiden's Job Report, Xailen Woods Temple	Laurel Crown	An accessory that prevents all magical ailment. You can also get one from a chest in the Illusionary Darkness, but it's so useful you'll want two.

Exploiting Power Charge

Bosses typically have high Iron Stance values, and even when you can land a combo against them, they may counterattack rapidly, making them difficult to defeat with normal combos. The best tactic is weakness-exploiting combos, which immediately shatter Iron Stances and can't be counterattacked.

A great way to trigger weakness-exploiting combos against foes is by using the three Power Charge skills. If you have all three active, guarding for 4.5 seconds will gain you the following benefits: +3 AC, 25% TP Cost Reduction, the ability to attack as if the attack was from a damage type the foe was weak to, and the ability to stagger your foe. Note that it doesn't need to be 4.5 consecutive seconds; you can guard, take an action other than attacking, and then continue where you left off.

Every character can learn the Power Charge skills from leveling up, so make sure to set them to whoever you're controlling.

Skills for Guarding

Skill	Effect	Note
Power Charge	Gain 1 AC when you guard for .75 seconds, and TP costs are reduced by 25% during your next combo.	Use this before artes with large TP costs. The +1 AC is a nice benefit as well.
Power Charge 2	Gain an additional 1 AC when you guard for 2 seconds, and your next attack counts as hitting an enemy weakness.	Very useful against bosses with no damage-type weaknesses. Good by itself, but more effective when combined with Power Charge 3.
Power Charge 3	Gain an additional 1 AC when you guard for 4.5 seconds, and your next non-arte attack is guaranteed to stagger your foe.	The stagger effect ignores Iron Stance and damage-type resistances completely. Combine this with Power Charge 2 for maximum effect. The 4.5 seconds is a long time to charge, so move around between guarding to stay out of danger.
Impregnable Guard	Your guard can't be broken.	A great combo with the Power Charge skills, although this skill is fairly difficult to acquire.

Magic Guard	Allows you to use a guard that reduces damage from magical attacks.	Many enemies use both physical and magical artes, so you should generally have this set, unless you're linking with Rowen.
All Guard	Magic Guard guards against both physical and magical attacks.	No longer having to switch between normal guard and Magic Guard will let you avoid the common mistake of using the wrong type.

Usage

Guard: You need to guard continuously to trigger Power Charge. Guard for roughly 1 second at a time.

Move: After every second spent guarding, use a quick-step, jump, or free run away—any action but an attack (that would reset your guard timer).

Guard Again: After repeating for another 3.5 seconds, Power Charge 3 triggers! If your guard is broken at this point, the effect won't be reset.

Fight in the Air When Transformed

Transformation is your chance to overpower your foes, and you want to avoid taking damage while transformed to maintain it for as long as possible. A great way to do so is to use the Kresnik 2 skill, which reduces the speed at which your chromatus gauge empties by half when fighting in mid-air. Continuously chaining Dark Projection into a mid-air Azure Edge will allow you to dish out damage while extending the length of your transformation. However, you have to be careful of counterattacks from Iron Stance foes. To finish with your mystic arte, watch for when your gauge is down to about 1/8 full, then knock down your foe with a combo or back-step away and use the easy-to-hit-with Grand Cleaver.

Best Transformation Timing

Situation	Description
When Taking Damage:	When you're in the midst of an enemy combo and nearing a KO, you can turn the tables by transforming.
During Weakness-Exploiting Combo:	If you transform during a weakness-exploiting combo and immediately attack, you can maintain the damage modifier from your combo. If you have the Kresnik skill set, doing this will also increase your transformation time.
After Enemy Enters Over Limit:	If you transform during the enemy's Over Limit, you can run down the clock by spamming w + u in mid-air. Resume normal attacks when Over Limit ends.

Exploiting Enemy Weaknesses

To maximize your weakness-exploiting combos, you have to rapidly use a series of artes of different damage types. We recommend having Ludger do this, using his Weapon Swap ability to gain access to the following easy-to-chain artes of every elemental damage type. It's important to avoid knocking your foes away so you can keep the combo going.

Ludger's Easy Artes for Combos

Arte	Type	Description
Azure Edge	Wind	A very short-range attack, but it comes out quickly.
Tiger Blade	Slash	This attack is useful for knocking a foe who's slightly above the ground back to earth.
Swift Strike	Slash	Attack includes a forward movement, making it ideal for closing the gap to your foe.
Falling Thunder	Light	This attack is slow, but it props knocked down foes back up so you can continue the combo.
Hunting Phoenix	Darkness	A quick attack with a slight forward step makes this easy to use in combos.
Crushing Blow	Strike	Fairly slow to execute, but its quick recovery time makes it ideal for lifting up fallen foes.
Magical Destruction	Light	A great combo piece because of its quick execution and wide range.
Freezing Eruption	Water/Earth	A quick arte with a long range. But if it fails to petrify, it can be hard to keep the combo going afterwards.
Rapid Burst	Fire/Wind	A quick arte with long range and multiple elements. But beware of its slightly long execution time.
Arc Fire	Water	Short in range by dual pistols arte standards, but quick to execute and with minimal recovery time.

Farming for Gold and EXP

The rare monster Bacura is rich in EXP and Element Ore, while the Gald Freak provides large amount of gald, so if you spot these foes, you'll definitely want to beat them. Each foe only appears in certain preset areas, and may only appear in certain parts of that area. For example, in the Sillea Tundra the Gold Bacura appears in the south, while the Gald Freak appears in the north. Whenever you enter one of these areas, there's a chance the foe may appear, so if you're eager to fight one, you can enter and leave an area repeatedly.

Note

Rare monsters typically only appear about 5% of the time, but a Shadow Bacura will always appear in the desert area of the Illusionary Darkness.

LOCATIONS Rare Foes Appear (Both Dimensions)

Enemy Name	Location
Bacura	Alest Highroad, Torbalan Highroad, Aladhi Trail, Galia Trail, Kijara Seafalls, Nia Khera Spiritway, Nia Khera Hallowmont
Bronze Bacura	Xagut Floodmeadow, Sapstrath Highroad, Sapstrath Deepwood, Culmar Trail, Bermia Gorge, Talys Highroad

Walkthrough

CHAPTER 1: The Cogs of Fate 1

Dungeon

Agent Training Area

Required Teammates	Ludger
Inn Price	--
Elemental ore	--
Enemies Level	1
Cats	--

Enemies

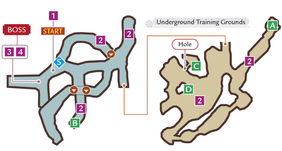
Spirius Axe Beak

Type—Power	
HP	826
Weak	--
Strong	--

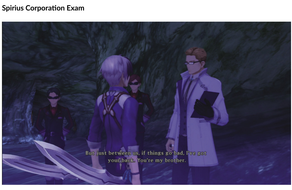
TREASURES

A Chest	Life Bottle ×1
B Chest	500 Gald
C Chest	Melange Gel ×1
D Chest	Orange Gel ×3

Agent Training Facility



Spirius Corporation Exam



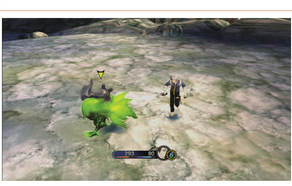
1 Ludger wakes up in a panic from a pretty dark nightmare. The dream manifested from the stress of taking the entrance exam that was given by his brother Julius. The task is pretty simple: slay five monsters lurking in the underground training area and return before time runs out.

Did you know this is the entrance examination?

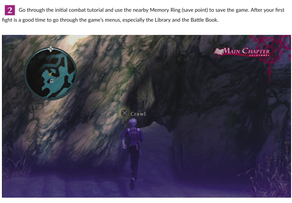
L1: **Yes, Julius, I know.** R1: **I know Brother.**

Something bugging you?

L1: **Julius, I had a dream last night that you killed me.** R1: **It's nothing.**



2 Go through the initial combat tutorial and use the nearby Memory Ring (save point) to save the game. After your first fight is a good time to go through the game's menus, especially the Library and the Battle Book.



3 There is only one kind of monster to deal with during the test and it shouldn't be much of a challenge. Still, to avoid taking unnecessary damage, practice using free run to circle around the foe and attack from the back or side. Defeating five foes is not meant to be overly challenging, but make sure to collect all the treasures before wiping the enemies out and returning to your brother. On your treasure hunt, get used to navigating the map by jumping down from ledges and crawling into small enclosures. When your task is complete, return to the entrance and report back to Julius.

What'll you do?

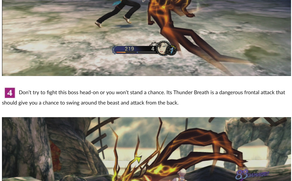
L1: **Julius, help her!** (Skip Boss) R1: **Save the woman.** (Boss Battle)

No matter what you choose, and even if you defeat the beast, the outcome is still the same—you fail the test.

Boss ???

Level	1
Iron Stance	20
HP	7800
Weak	--
Strong	--

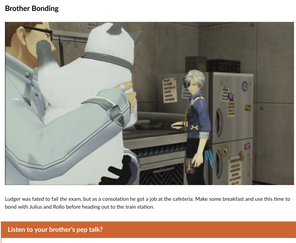
Drop	Treat (100%) / Specific (100%)
Steal	--



4 Don't try to fight this boss head-on or you won't stand a chance. Its Thunder Breath is a dangerous frontal attack that should give you a chance to swing around the beast and attack from the back.

However, don't be too eager to run in and attack from behind. This foe has a tail-slashing attack and a mule-like kick that will punish people too eager for a back attack. Also, don't try to extend your combos for too long or the boss will retaliate. Use a hit-and-run approach each time the boss strikes and fails to connect.

Brother Bonding



Ludger was fated to fail the exam, but as a consolation he got a job at the cafeteria. Make some breakfast and use this time to bond with Julius and Rollo before heading out to the train station.

Listen to your brother's pep talk?

L1: **I'd appreciate that, Julius.** (Julius affinity +500) R1: **I'll pass.**

What's the special?

L1: **Tomato omelettes.** (Julius affinity +500) R1: **Mabo Curry.**

Accept a gift to celebrate your new job?

L1: **I wouldn't mind that pocket watch of yours, Julius.** R1: **I don't really need anything.**

Walkthrough

CHAPTER 1: The Cogs of Fate 2

Town

Trigleph

Required Teammates	Ludger
Inn Price	300 gald
Elemental ore	--
Enemies Level	--
Cats	--

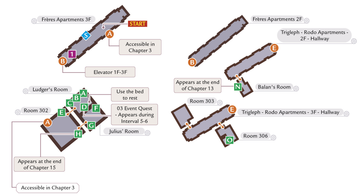
Skits

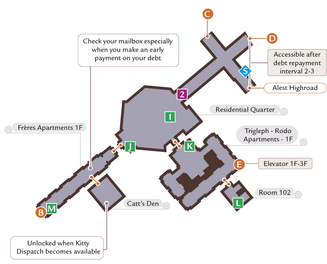
Start Time	Type	Name	Location	Condition	Choices	Required Members
Trigleph 3	Main	The Boy Aims for the Station	Trigleph	--	L1: Jude+250 R1: None	Ludger Jude

Trigleph

HIDDEN ITEMS

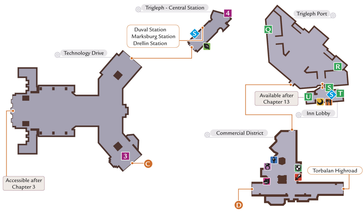
A	Desk	Quill Pen ×1
B	Chest	Cape ×1
C	Closet	Pajamas (Ludger) ×1
D	Shelf	Classmate Contact List ×1
		Egg ×2
E	Refrigerator	Seafood Set ×1
		Veggie Set ×1
		Royal Feast ×1
F	Bookshelf	Kitty Toy ×1
		Gummy Fishies ×1
G	Closet	Rare Boots ×1
		Skill Tome: "Arte Shift" LU ×1
H	Chest	Skill Tome: "Arte Flux" LU ×1
		Skill Tome: "Arte Psychosis" LU ×1
I	Flowerbed	Beautiful Insect Wings ×1
J	Plant	Beautiful Feathers ×1
K	Plant	10 Gald
L	Nightstand	Apple Gel ×3
M	Plant	Sage ×1
N	Shelf	Gaius Dumpling ×1
O	Shelf	"Ex Machina" Whiskey ×1





HIDDEN ITEMS

P	Crate	Salmon ×1
Q	Chair	Wild Bird Egg ×1
R	Crate	Potato ×1
S	Table	Veggie Sticks (Small) ×1
T	Drawers	Gaius Dumpling ×1



Go to Work

1 Check out the apartment if you wish, but many of the rooms are locked until later in the game. Go down to the first floor and step out to the streets of Trigleph where you meet Jude.

2 **3** Jude is also going to the train station, but for a different reason. Make your dialogue choices wisely to boost your affinity with Jude early.

I don't even know which train is in the ceremony.

L1: **Want me to show you? I'm headed to the station.** (Jude affinity +200).

R1: **Just head to the station. You'll figure out which train is the right one.**

4 After a series of conversations with Jude, go north to Trigleph Central Station and speak to the train station attendant. Key people like the attendant will have a yellow star above their heads, making them very easy to locate. Also, the same star will appear in the map view to help guide you to these key people. Chaos breaks loose at the station's gate, but you need to get on that train to find your beloved pet, Rollo.

What are you doing?

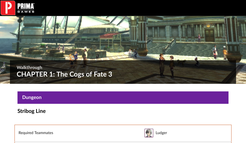
L1: **Resist.**

R1: **You don't understand! The girl lied to you!**

What'll you do? (timed)

L1: **Board the train.**

R1: **Flee the scene.** (Elle affinity +100)



Walkthrough
CHAPTER 1: The Cogs of Fate 3

Dungeon

Stribog Line

Required Teammates	Ludger
Ion Price	--
Elemental ore	--
Enemies Level	1-4
Cats	--

Enemies

Rebel Technician

Type	
HP	780-870/960-1050*
Weak	--
Strong	--

Dual Pistol Infiltrator

Type	
HP	780-870/960-1050*
Weak	--
Strong	--

Infiltrator Rebel

Type	
HP	780-870/960-1050*
Weak	--
Strong	--

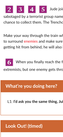
Note

*= HP varies with level

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Stribog Line Stribog Line Fractured Dimension	Main	What's That Cat?	Stribog Line	Go to Car 2	L1: None R1: None	Ludger, Jude
Stribog Line Stribog Line Fractured Dimension	Main	Who is Elle Alexe?	Stribog Line (Fractured Dimension)	Go to Car 3	L1: None R1: Elle+250	Ludger, Jude, Elle
Stribog Line Stribog Line Fractured Dimension	Main	The Mysterious Figure	Stribog Line (Fractured Dimension)	Go to Car 3	--	Ludger, Jude, Elle

Stribog Line



Stribog Line Fractured

Stop the Train

1 Whoever caused all the commotion at the station is aboard the train and attacks immediately. The battle only has one enemy and is a walk in the park.

What'll you do! (timed)

L1: **Fight back.** (Elle affinity +100) R1: **Surrender.**

Your new buddy Jude is aboard the train as well as the CEO of Sairou Corporation (the company whose entrance exam you failed to pass). This is your chance to greatly boost your affinity with the big boss if you play nice.

What'll you do?

L1: **Shake hands and introduce yourself.** (Bisley affinity +400) R1: **Refuse the handshake and remain silent.**

What'll you say?

L1: **I'll stop the train!** (Elle affinity +100) R1: **If I stop the train will you hire me?** (Bisley affinity +400)

2 3 4 5 Jude joins your party. You need his assistance to stop the train you're riding, which has been sabotaged for a terrorist group named Exodus. There are several items to search for on the locomotive, and this is your only chance to collect them. The Trenchcoat and Life Bottle will provide life-saving armor and a potion to revive a fallen friend.

Make your way through the train while passing several spots where infiltrators will launch an ambush. Use the free run ability to surmount enemies and melee sure Jude is linked with you and not in "Act Together". Jude will not only protect you from getting hit from behind, he will also handle all of the healing.

6 When you finally reach the front car, go up the stairs to find Julius. Your brother took care of most of the Exodus commandos, but one enemy gets through. You must decide who you want to protect.

What're you doing here?

L1: **I'll ask you the same thing, Julius!** R1: **What did I just see?**

Look Out! (timed)

L1: **Protect the girl.** (Elle affinity +250) R1: **Protect the CEO.** (Bisley affinity +400)

7 Julius pulls out two pocket watches, but in the scuffle Elle reclaims her watch. Ludger attempts to pull Elle to safety, but when he touches her something strange happens and the group is teleported to another dimension.

What'll you say?

L1: **We still have to stop the train.** R1: **Let's look for Julius.** (Julius affinity +500)

8 9 Everything looks darker in this "world" and although the layout of the train is the same, there are different items to collect in this dimension. The same three types of enemies are in this dimension. Working with Jude, it should not be a problem to deal with them. Continue your trek through the train once again and go through the tutorials to learn about more advanced forms of combat like linked Arte Chains and Over Limit. If you run low on health, use the vending machine to stock up on healing items before going to the first car.

10 **Let Julius handle this...**

L1: **Tell me what's going on!** R1: **Fine.**

Boss Julius

Level	2-5
Ion Stance	E
HP	6960- 9120
Weak	
Strong	
Drop	Tomato Omelette (small) (100%) / Quill Pen (100%)
Steal	--

11 Guard continuously and only attack in the instant after you successfully block an enemy attack. When that happens, and a blue "!" appears over Julius' head, he'll be able to forge an iron stance and counterattack, even if you're in the middle of attacking him! If you see the mark, immediately cease attacking and start guarding.

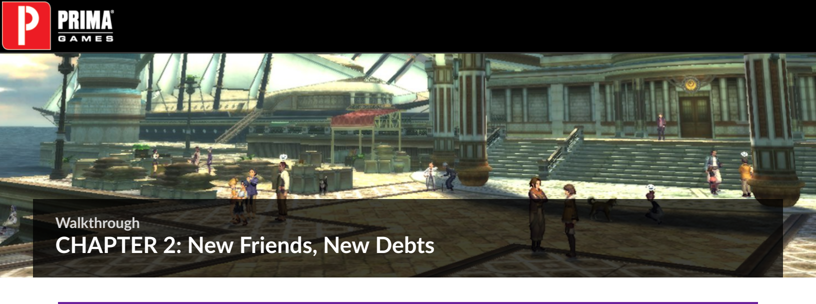
Since Julius is weak to slashing attacks, use Ludger's dual blade attacks. If you follow his regular attacks with Azure Edge or attacks from Jude, you can perform a weakness-exploiting combo for heavy damage.

When you see the red "!", it means Julius will perform a Time Disintegration arte. You better block this attack or expect to take several hits in a row!

Julius is down, but it is up if you want to finish the job. Either way you will destroy the item holding you in this world and warp back to your dimension.

Hurry and finish him off!

L1: **I can't kill Julius!** (Julius affinity +500) R1: **I'll kill Julius.**



Walkthrough

CHAPTER 2: New Friends, New Debts

Town

Duval

Required Teammates	Ludger
Inn Price	300 gald
Elemental ore	—
Enemies Level	—
Cats	—

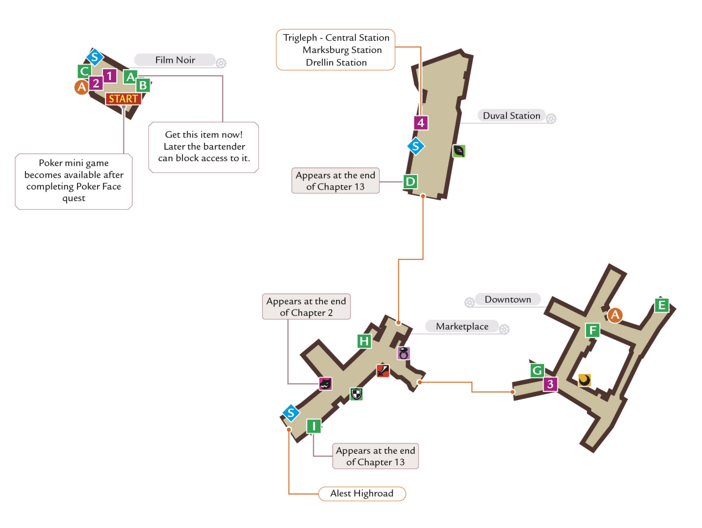
Skits

Start Time	Type	Name	Location	Conditions	Choices	Required Members
Duval 3	Main	Repaying the Debt	Anywhere	—	L1: Elle+250 R1: None	Ludger, Jude, Elle

Duval

HIDDEN ITEMS

A	Shelf	"Moonlight" Bourbon ×1
B	Shelf	"Noir Rare" Brandy ×1
C	Table	Melange Gel ×1
D	Chair	Gaius Dumpling ×1
E	Barrel	Onion ×2
F	Sign	Copper Ore ×1
G	Barrel	Apple Gel ×1
H	Crate	Iron Sand×4
I	Counter	Gaius Dumpling ×1



Nasty business, that.

L1: Where are we? R1: Who are you?

Dealing with Your Debt

1 After the train incident, Ludger awakes in a bar. Of all the places to recover! The very odd-looking man in the red suit (the opposite of Santa in every way) has apparently used spyrix technology to save Ludger, Elle, and even Rollo.

Give Back the Watch

L1: This watch belongs to Julius! R1: Are you okay? No injuries? (Elle affinity +250)

She works for the Verland Bank.

L1: You arranged a loan for me? R1: I'm glad you're okay, Nova.

2 Speak to Rideaux near the exit and agree to sign the contract. There is no other way to proceed. Once you do, Nova will look over your account and monitor your cash flow through a device called GHS. This pretty advanced and frankly very intrusive tech allows the bank to track your money and demand payment. Your total bill is 20 million gald and it will serve as the motivator for exploring and defeating monsters.

Will you sign the contract for the loan?

L1: Fine, I'll sign the contract. R1: Hold on. Let me think.

New Item — Contract

Try to Go Back Home

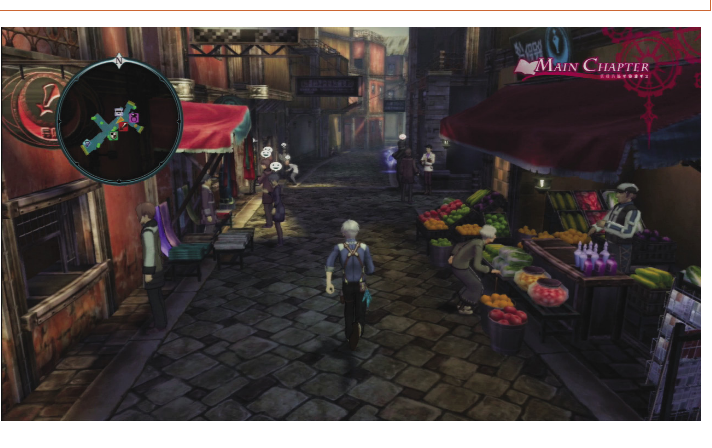
3 Collect the items in the pub and go outside to the Downtown area to scour that as well. Leave through the southwest exit to go to the Marketplace.

She's lost, huh??

L1: Want to come with us? (Elle affinity +250) R1: Why do you want to go to Canaan?

Was that really your older brother?

L1: I don't know. R1: There's no way that was Julius!



The Marketplace is full of shops, and it is a good time to do a little shopping for Ludger and Jude. Get in the habit of stopping by the shops each time you visit an area because they stock new items during the course of the game. Upgrade your gear with whatever gald you have and don't worry about that pesky debt—you'll deal with that soon enough.

4 Head north to the train station and attempt to get a ticket back to Trigleph. Unfortunately the debt you acquired also came with travel restrictions. It will become pretty clear that you need to pay back some of your debt in order to reach new areas. So how is a young able-bodied guy going to make some money? The Job Bulletin of course!

Debt Repayment Interval 2-3

Payment required	5000 gald

01 The Girl's Gift — Event Quests

Availability Debt Repayment Interval 1-2

Client	Party	Item / Task	Location	Description	Reward
Girl	Ludger, Jude	Deliver 10 Beautiful Feathers	Duval Station	Bring some Beautiful Feathers to Duval Station. Don't tell my daddy it's for his present!	900 gald, 288 Points, Elle's Cap

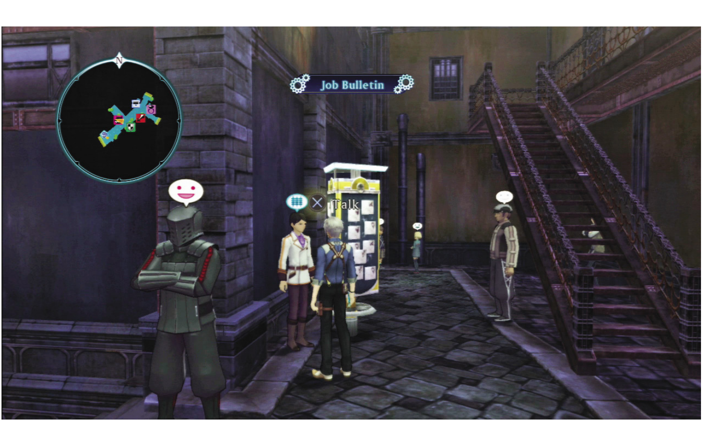
Item Delivery Quests

Quest Name	Required Title	Item	Location	How to Get	Rewards
Jolyne's Plea—Part 1	Wooden Badge	Fossilized Shell x 10	Alest Highroad	—	800 gald, 500 Points, Party Hat
Precise Measurements	—	Fossilized Shell x 2	Alest Highroad	—	800 gald, 100 Points, Breeze

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Elle's Feelings	Anywhere	Go to Duval Downtown	—	Ludger, Jude, Elle
Debt Repayment Interval	Main	Call from Nova (1)	Anywhere	After debt repayment	—	Ludger, Elle
Debt Repayment Interval	Etc.	A Relief	Trigleph	After debt repayment, go to Trigleph	L1: None R1: None	Ludger, Jude, Elle

Get a Job



Nova breaks the bad news that you are being tracked with the GHS and have to make a payment on your debt to lift your travel restrictions. To get back to the Marketplace. As luck would have it, a man has jobs coming out the wazoo. These are legitimate Spirius Corp. orders that can be acquired at the Job Bulletin in most cities.

New Item—Job Certification

Speak to the guy next to the job board to check out what jobs are currently available. Contracts for various jobs range from event quests to monster hunting missions to item retrieval. The event quests are a set of specific tasks, but the other jobs can be random and will repopulate at the Job Bulletin when you complete other jobs. The color of the job indicates if it is finite (red) or random (white). You can take on five jobs at a time, but some require a certain level of proficiency, presented as a job title. Job titles are awarded as various badges when you reach the goals for that level. To increase your title or badge level, you must complete tasks in order to earn points. It will become obvious throughout the game that many of the optional random missions will be required to help earn higher titles to eventually take on the red-specific tasks.

Note

Event quests require specific members of a party to be present (in the active party).

This first interval is pretty straightforward, and you might notice all of these jobs occur in the same location. In later chapters, the jobs will be pulled from all accessible areas, even if you haven't visited them before. Take as many jobs as you can and head south to Alest Highroad to battle some beasts and collect items.

Debt Repayment Interval 2-3

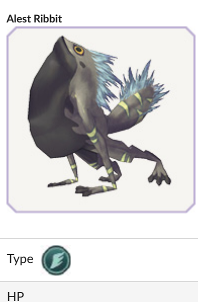
Field

Alest Highroad

Required Teammates	Ludger
Inn Price	—
Elemental Ore	4–20
Enemies Level	1
Cats	Ruby (during Debt Repayment Interval 3-4)

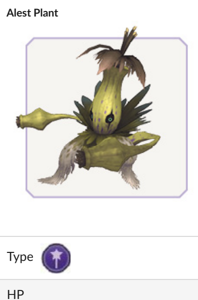
Enemies

Alest Ribbit



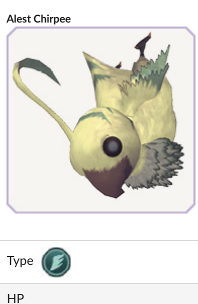
Type	
HP	976
Weak	
Strong	

Alest Plant



Type	
HP	2100
Weak	
Strong	

Alest Chirpee



Type	
HP	976
Weak	
Strong	

Alest Horse

Type	
HP	976
Weak	
Strong	

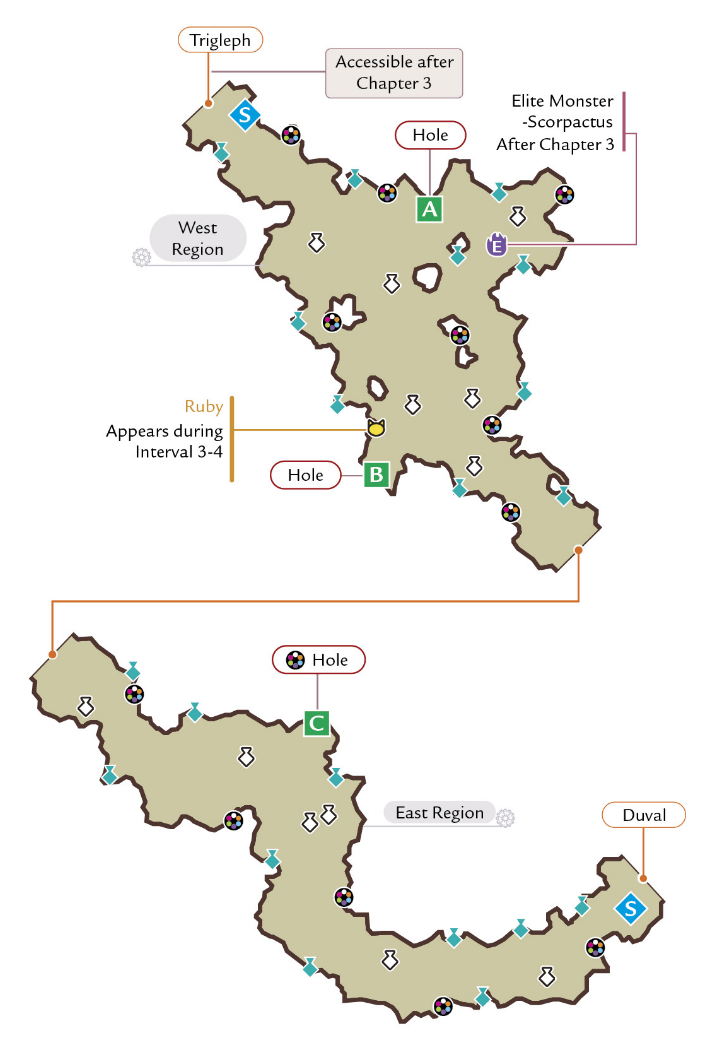
Alest Highroad

RANDOM ITEMS

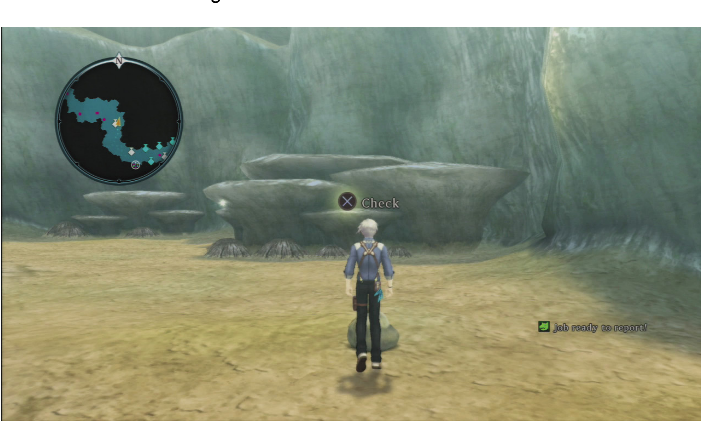
Loot Bag		Gathering Points	
50 gald	18%	Fossilized Shell ×1–3	25%
100 gald	16%	Beast Dung ×1–3	25%
250 gald	12%	Iron Sand ×1–3	25%
500 gald	10%	Land Crab ×1–3	25%
Orange Gel ×1	8%		
Kitty Krisps ×1	8%		
Sandwich (Small) ×1	8%		
Lose Stick ×1	8%		
Life Bottle ×1	8%		
Win Stick ×1	4%		

TREASURES

A	Chest	Round Straw Hat ×1
B	Chest	Weird Fragment ×1
C	Chest	400 gald



Earn Some Gald in Alest Highroad



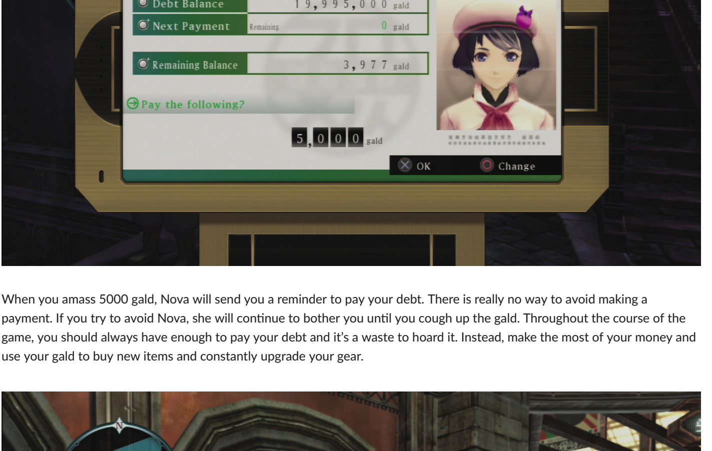
Not only can you complete various quests in these Fields or Dungeons, but it is also an opportunity to earn experience and gald by defeating monsters. In addition, there are lots of sparkling search spots that contain items or Elemental Ore that can upgrade your artes. The items on the map labeled as ore and blue bags (Gathering Points items) will appear in those spots at random. However, there will always be an item in the location shown by the white Loot Bags.

It's easy to get caught up battling beasts, but learn to play efficiently and keep an eye on the number of enemies you need to defeat and items to collect in order to complete quests. A message will appear on the right side of the screen to alert you when a job has been completed. Once you have completed enough quests, head back to the Job Bulletin to report the finished jobs and take on new ones to make the most of your combat and exploration efforts. The open Field areas like Alest Highroad are rather large, but during your hunting and exploration quests make sure to look out for small caves and hidden areas to find treasure chests.

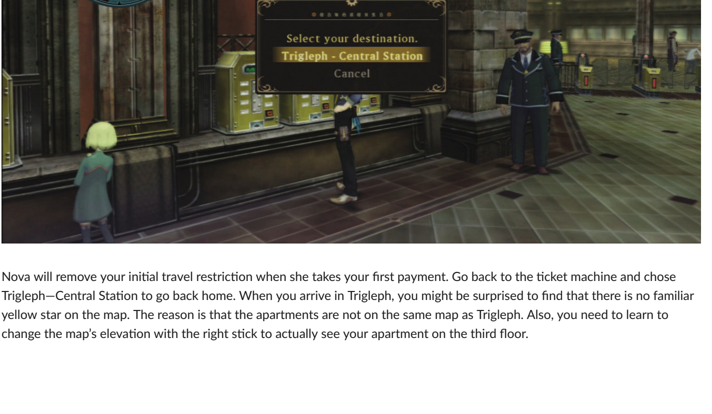
The toughest foe to deal with in this area is the Alest Plant. It has the most HP and can inflict magic aliments. While this early foe is not tough to tackle, the important lesson is that you should stock up on Panacea Bottles to heal any type of ailments. Fortunately this plant is weak to slashing attacks, so have Ludger attack relentlessly with his dual blades.

The other tricky monster to overcome is the Alest Horse, which is difficult due to its charging attack. Block its initial strike, or use free run to avoid its attacks, and retaliate with Azure Edge to exploit its weakness to Wind.

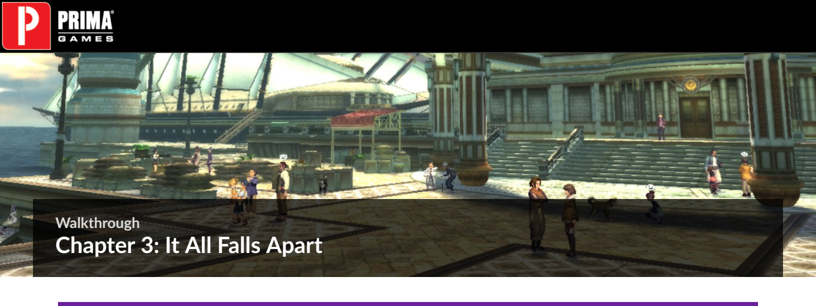
Finally Return Home



When you amass 5000 gald, Nova will send you a reminder to pay your debt. There is really no way to avoid making a payment. If you try to avoid Nova, she will continue to bother you until you cough up the gald. Throughout the course of the game, you should always have enough to pay your debt and it's a waste to hoard it. Instead, make the most of your money and use your gald to buy new items and constantly upgrade your gear.



Nova will remove your initial travel restriction when she takes your first payment. Go back to the ticket machine and chose Trigleph—Central Station to go back home. When you arrive in Trigleph, you might be surprised to find that there is no familiar yellow star on the map. The reason is that the apartments are not on the same map as Trigleph. You need to learn to change the map's elevation with the right stick to actually see your apartment on the third floor.



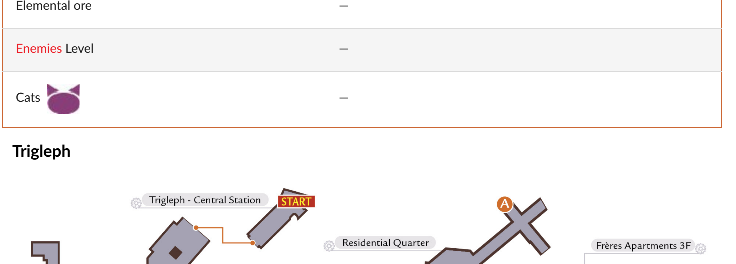
Walkthrough
Chapter 3: It All Falls Apart

Town

Trigleph (2)

Required Teammates	Ludger, Jude
Inn Price	300 gald
Elemental ore	—
Enemies Level	—
Cats	—

Trigleph



1 Collect any items in the other apartment building (Rodo) that is now accessible and return home to your apartment on the third floor.

Is this Julius's house?

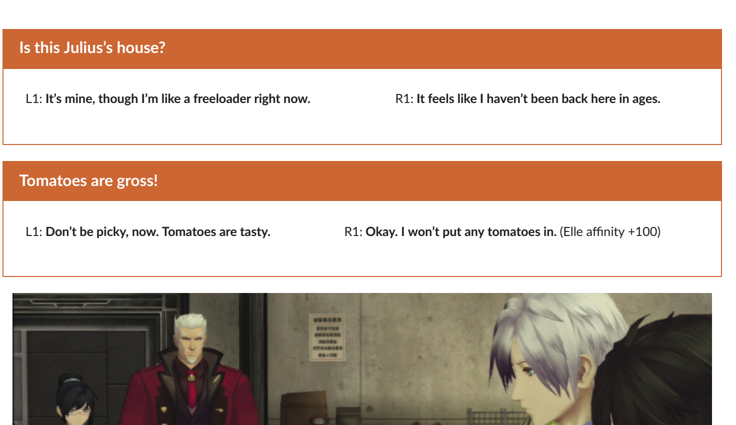
L1: It's mine, though I'm like a freeloader right now.

R1: It feels like I haven't been back here in ages.

Tomatoes are gross!

L1: Don't be picky, now. Tomatoes are tasty.

R1: Okay. I won't put any tomatoes in. (Elle affinity +100)



2 Make a meal for Elle and Jude by checking the kitchen. Suddenly, Bisley barges in and blames Julius for the train incident. No matter what you choose, the only way to get to the bottom of this mess is to find your brother. Of course to do that you'll need to earn some gald to travel to Helioborg or Marksburg.

Apprehend Julius, and everything should come to light.

L1: Fine. I'll catch Julius. (Bisley affinity +400)

R1: Just hold on a second...

Debt Repayment Interval 3-4

Payment required	7000 gald

Event Quests

02 What Could Have Been

Client	Party	Item / Task	Location	Description	Reward
Station Diner Employee	Ludger, Jude	Deliver Tomato Omelette (Small)	Trigleph Central Station	I'm working on making a new dish! Can anyone deliver a Tomato Omelette to the Central Station?	1100 gald, 352 Points, Minestrone (Small)

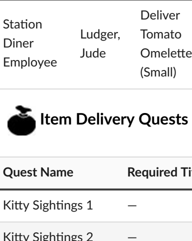
Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 1	—	Luke's Collar	Duval	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 2	—	Ruby's Collar	Alest Highroad	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 3	—	Suzu's Collar	Trigleph	800 gald, 500 Points, Kitty Krisps
Let's Trade	—	Tanned Leather	Torbalan Highroad	800 gald, 100 Points, Sunbeam

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Jolyne's Plea - Part 2	Wooden Seal	Ancient Cat	Torbalan Highroad	800 gald, 500 Points, Mystery Mask

Elite Monster info



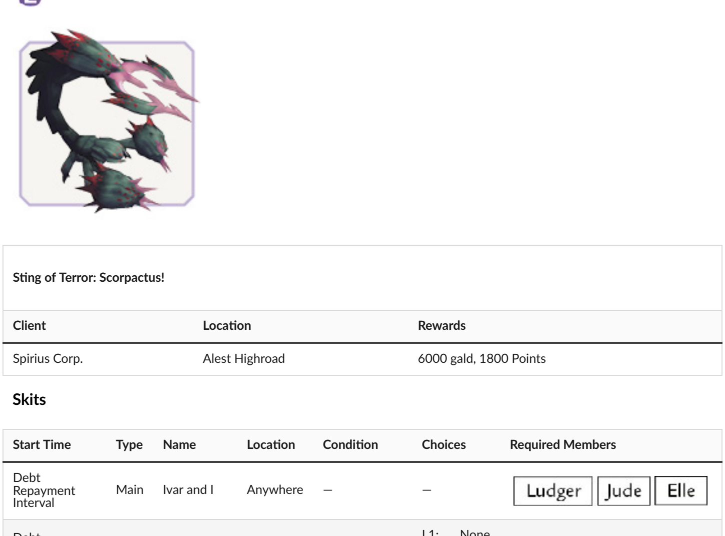
Sting of Terror: Scorpactus!

Client	Location	Rewards
Spirius Corp.	Alest Highroad	6000 gald, 1800 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Ivar and I	Anywhere	—	—	Ludger, Jude, Elle
Debt Repayment Interval	Etc.	A Simple Question	Duval	Go to Marketplace	L1: None R1: None	Ludger, Jude, Elle
Debt Repayment Interval	Main	Call from Nova (2)	Anywhere	After debt repayment	L1: None R1: None	Ludger

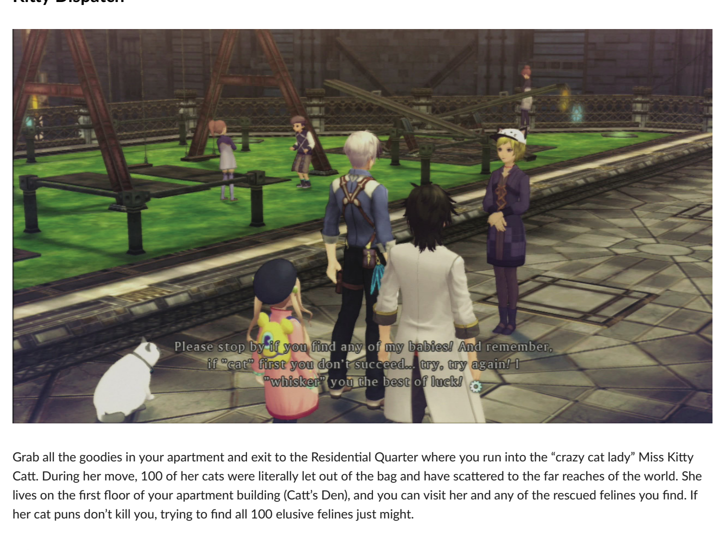
Kitty Dispatch



Grab all the goodies in your apartment and exit to the Residential Quarter where you run into the "crazy cat lady" Miss Kitty Catt. During her move, 100 of her cats were literally let out of the bag and have scattered to the far reaches of the world. She lives on the first floor of your apartment building (Catt's Den), and you can visit her and any of the rescued felines you find. If her cat puns don't kill you, trying to find all 100 elusive felines just might.

New Item—Key to the Kitty Room

The encounter with Miss Catt will unlock the Kitty Dispatch menu. This new feature allows you to send the cats you find to scour areas of the game to bring back special items and additional cat buddies. Many of the rare items for Item Quests can only be obtained through the Kitty Dispatch (indicated by a green paw print). Besides the rare or exclusive items, you can get a lot of great stuff from the cats, so send them out as soon as they return. Once the Kitty Dispatch feature is enabled, new Kitty Sighting Item Quests will appear at the job board. For the location and stats of all the cats and Kitty Collectibles, check the Kitty Dispatch section in Side Quests.

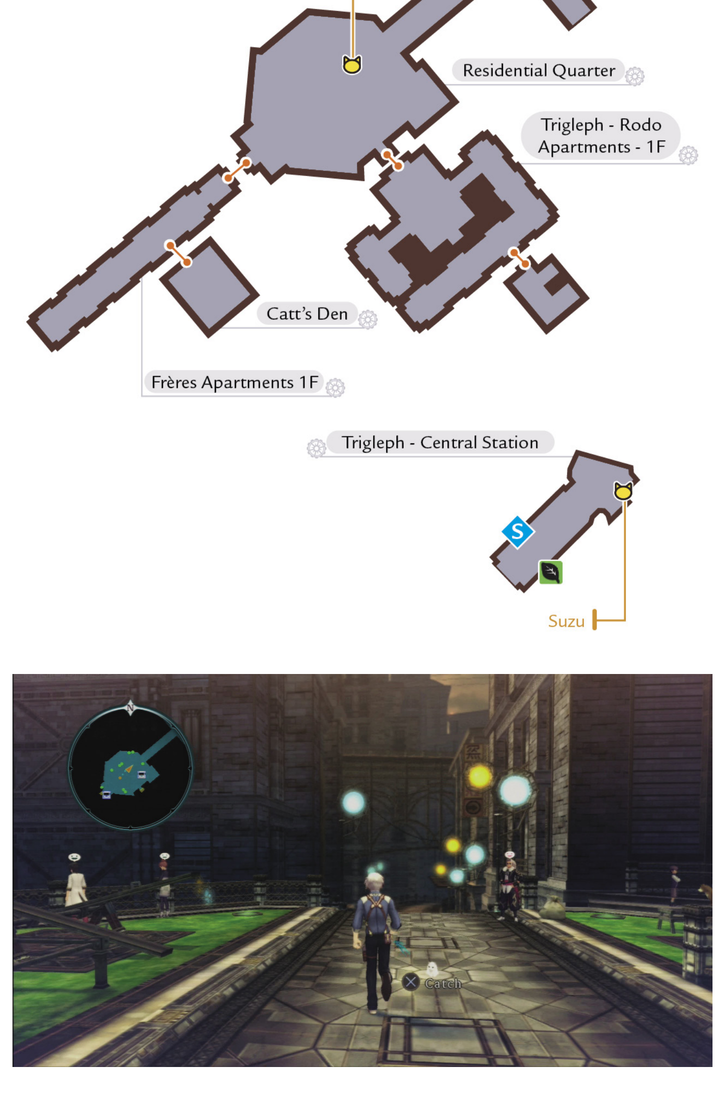


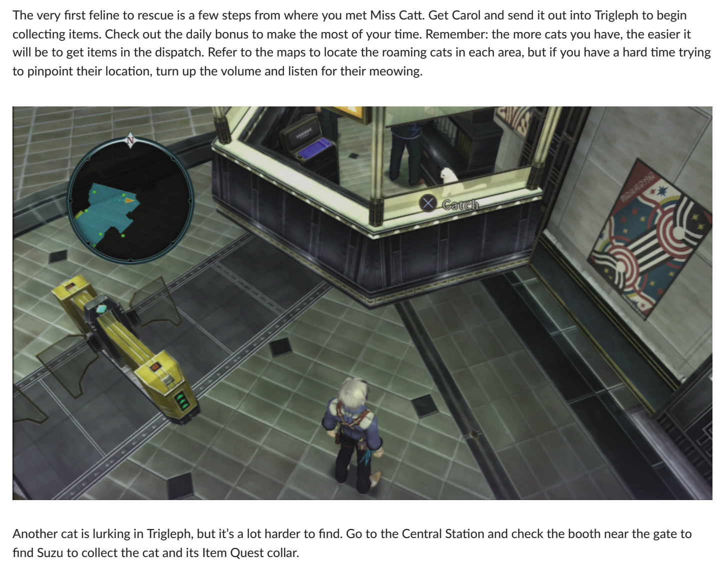
Note

Areas appear in the Kitty Dispatch once you find a cat in that region.

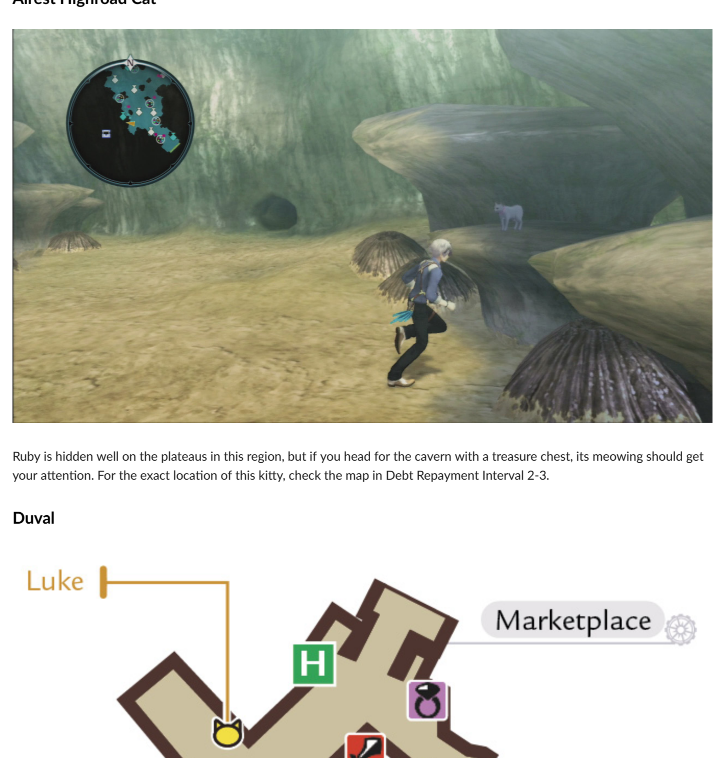
Cat Roundup

Trigleph





The very first feline to rescue is a few steps from where you met Miss Catt. Get Carol and send it out into Trigleph to begin collecting items. Check out the daily bonus to make the most of your time. Remember: the more cats you have, the easier it will be to get items in the dispatch. Refer to the maps to locate the roaming cats in each area, but if you have a hard time trying to pinpoint their location, turn up the volume and listen for their meowing.

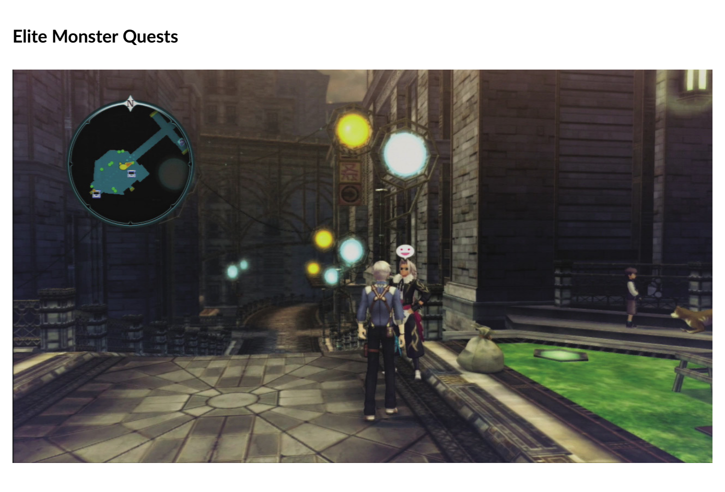


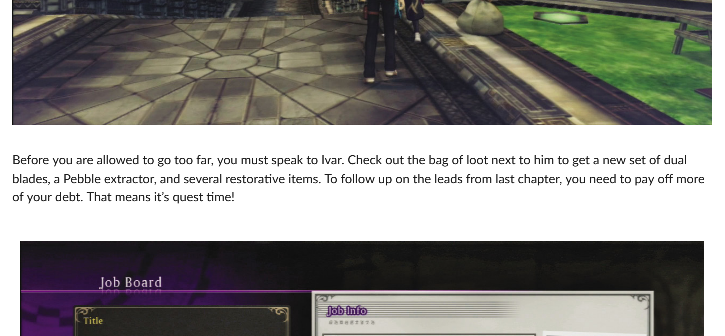
Another cat is lurking in Trigleph, but it's a lot harder to find. Go to the Central Station and check the booth near the gate to find Suzu to collect the cat and its Item Quest collar.

Alrest Highroad Cat

Ruby is hidden well on the plateaus in this region, but if you head for the cavern with a treasure chest, its meowing should get your attention. For the exact location of this kitty, check the map in Debt Repayment Interval 2-3.

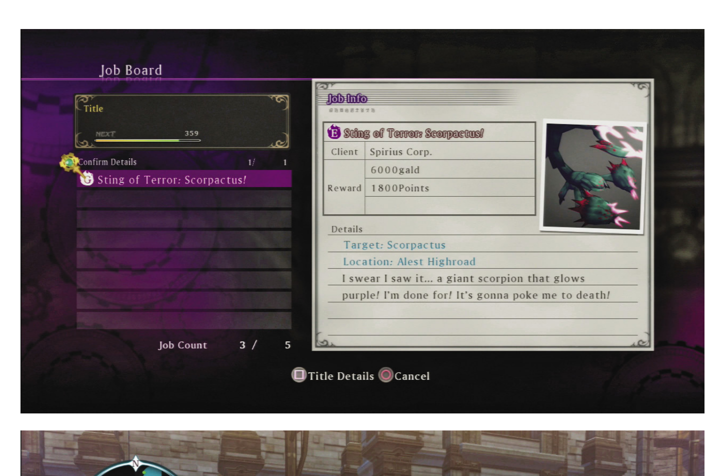
Duval



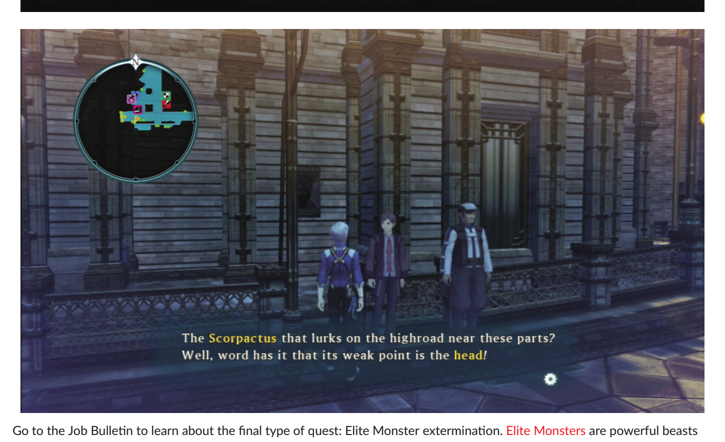


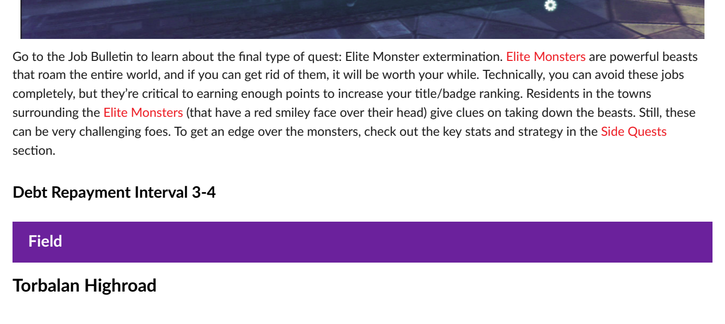
Locate Luke on the fire escape in the center of the Marketplace to collect the cat and its quest collar.

Elite Monster Quests



Before you are allowed to go too far, you must speak to Ivar. Check out the bag of loot next to him to get a new set of dual blades, a Pebble extractor, and several restorative items. To follow up on the leads from last chapter, you need to pay off more of your debt. That means it's quest time!





Go to the Job Bulletin to learn about the final type of quest: Elite Monster extermination. Elite Monsters are powerful beasts that roam the entire world, and if you can get rid of them, it will be worth your while. Technically, you can avoid these jobs completely, but they're critical to earning enough points to increase your title/badge ranking. Residents in the towns surrounding the Elite Monsters (that have a red smiley face over their head) give clues on taking down the beasts. Still, these can be very challenging foes. To get an edge over the monsters, check out the key stats and strategy in the Side Quests section.

Debt Repayment Interval 3-4

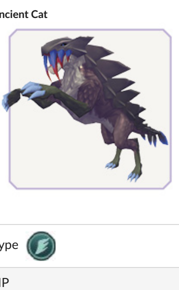
Field

Torbalan Highroad

Required Teammates	Ludger
Inn Price	—
Elemental Ore	4–20
Enemies Level	6–10
Cats	Tilton

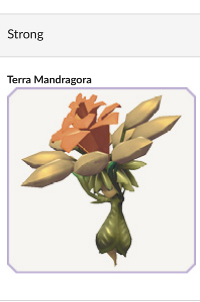
Enemies

Ancient Cat



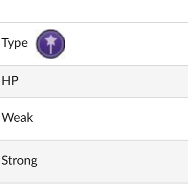
Type	
HP	1143
Weak	
Strong	

Terra Mandragora



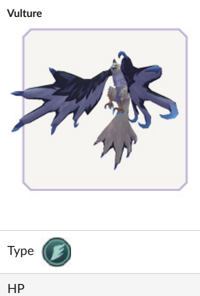
Type	
HP	1230
Weak	
Strong	

Vulture



Type	
HP	1143
Weak	
Strong	

Wild Boar



Type	
HP	1845
Weak	
Strong	

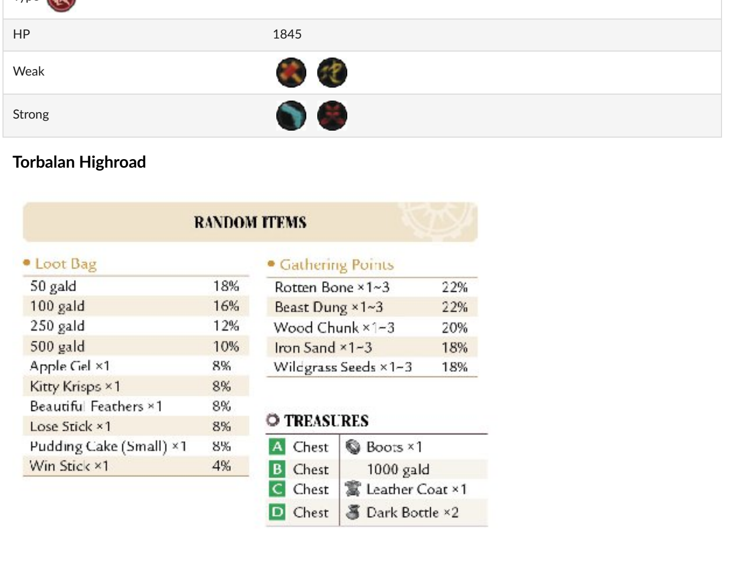
Torbalan Highroad

RANDOM ITEMS

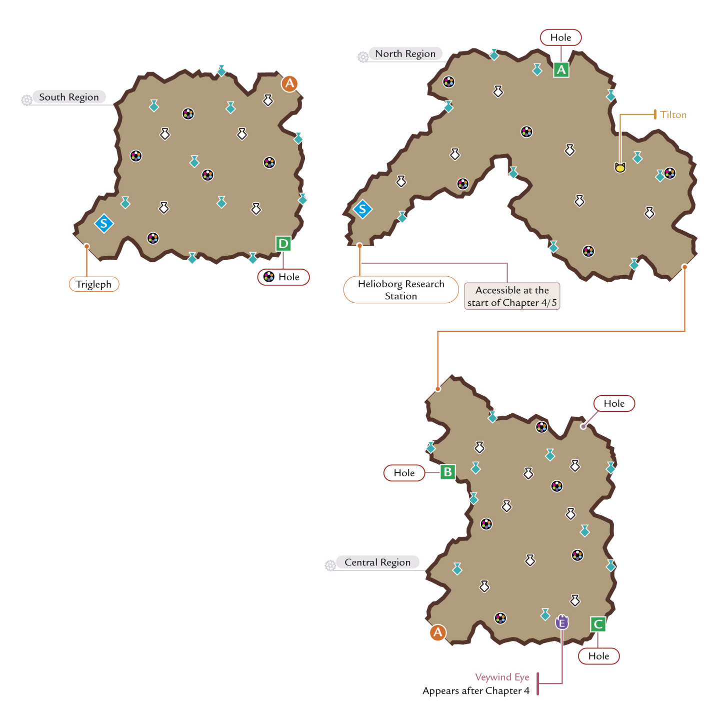
Loot Bag	
50 gald	18%
100 gald	16%
250 gald	12%
500 gald	10%
Apple Gel ×1	8%
Kitty Krisps ×1	8%
Beautiful Feathers ×1	8%
Lose Stick ×1	8%
Pudding Cake (Small) ×1	8%
Win Stick ×1	4%

Gathering Points	
Rotten Bone ×1–3	22%
Beast Dung ×1–3	22%
Wood Chunk ×1–3	20%
Iron Sand ×1–3	18%
Wilgrass Seeds ×1–3	18%

TREASURES	
A Chest	Boots ×1
B Chest	1000 gald
C Chest	Leather Coat ×1
D Chest	Dark Bottle ×2



Explore Torbalan Highroad



Several random quests appear in the Job Bulletin that can earn you some quick gald in Alest Highroad. Also the Kitty Sightings quests will appear. If you haven't found the felines, backtrack to collect them in those previously explored areas. Torbalan Highroad is now accessible with its own set of Item, Monster, and Kitty Quests. Most of the enemies in Torbalan Highroad, except for the aerial Vulture, are weak to hammer strikes, but you don't have a sledgehammer yet! The monsters still won't put up too much of a challenge for your dual blades, but bring down the hammer on these enemies once you acquire it. One of the toughest foes to deal with are the Wild Boars that use the long-range attack Sigh of Despair. Run in back of the beast to get in close and neutralize its long-range advantage.

Enemies in this area appear in rather large groups, but if you are linked with Jude he can cover your back. However, quickly target and destroy the Terra Mandragoras due to their earth artes that can cause petrification.

Make sure not to miss Tilton standing on a rock in the North region.

When you make the 7000 gald debt payment, you have to make a choice which area you want to check out first. Marksburg is a short chapter while Helioborg is a lot larger and opens many new areas to explore.

Lift the restrictions on Marksburg or Helioborg?

L1: Let's go with Marksburg. (Chapter 4 is The Monster in the Alleyway)

R1: Let's lift it on Helioborg. (Chapter 4 is Spyrite Goes Haywire)

Note

Whichever place you choose will become Chapter 4 and the other will be Chapter 5.

Walkthrough

Chapter 4: The Monster in the Alleyway 1

Note

If you chose to go to Heliborg first, this will be Chapter 5.

Town

Marksburg

Required Teammates	Ludger, Jude, Leia
Inn Price	400–500 gald
Elemental ore	--
Enemies Level	--
Cats	Thomas, Lithia

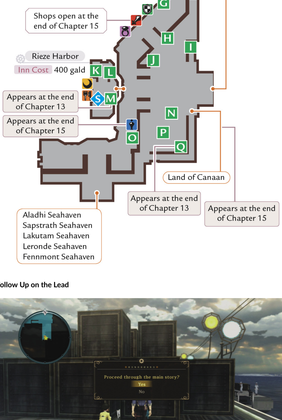
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Marksburg 2	Main	Leia the Reporter	Marksburg	Go to Marksburg Station	L1: Leia+250 R1: None	Ludger, Jude, Leia, Elle

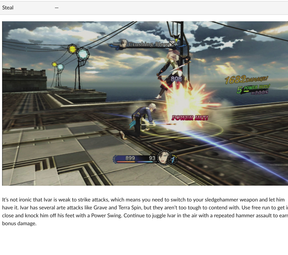
Marksburg

HIDDEN ITEMS

A Vase	Gaius Dumpling ×1
B Barrel	"Ex Machina" Whiskey ×1
C Drawers	1000 gald
D Bag	Onion ×1
E Barrel	500 gald
F Box	Prayer Pennants ×1
G Box	Salmon ×2
H Plant	Seabird Egg ×1
I Box	Gelatin ×1
J Box	Potato ×1
K Box	"Moonlight" Bourbon ×1
L Box	Seabird Egg ×1
M Box	Gaius Dumpling ×1
N Box	Weird Fragment ×1
O Box	Tuna ×1
P Plant	Aphid ×1
Q Box	Gaius Dumpling ×1



Follow Up on the Lead



1 Explore Marksburg to collect all the items. When you're ready to start the chapter, go to the southern part of Elym Harbor to meet Leia.

I need to catch it for a special assignment.

L1: **I'll grab the cat for you.** (Leia affinity +300)

R1: **This looks like a job for Rollo.**

L1: **Elle affinity +300**

R1: --

Apparently the cat you encounter is named Julius and it's not exactly the lead you were hoping for. Still, Leia is an old friend of Jude, as well as a reporter, and she can help you track down some info on the train incident from one of her contacts in Duval. Before you make a quick departure, locate the roaming cats in the Bridge of Unity (Lithia) and Elym Harbor (Thomas).

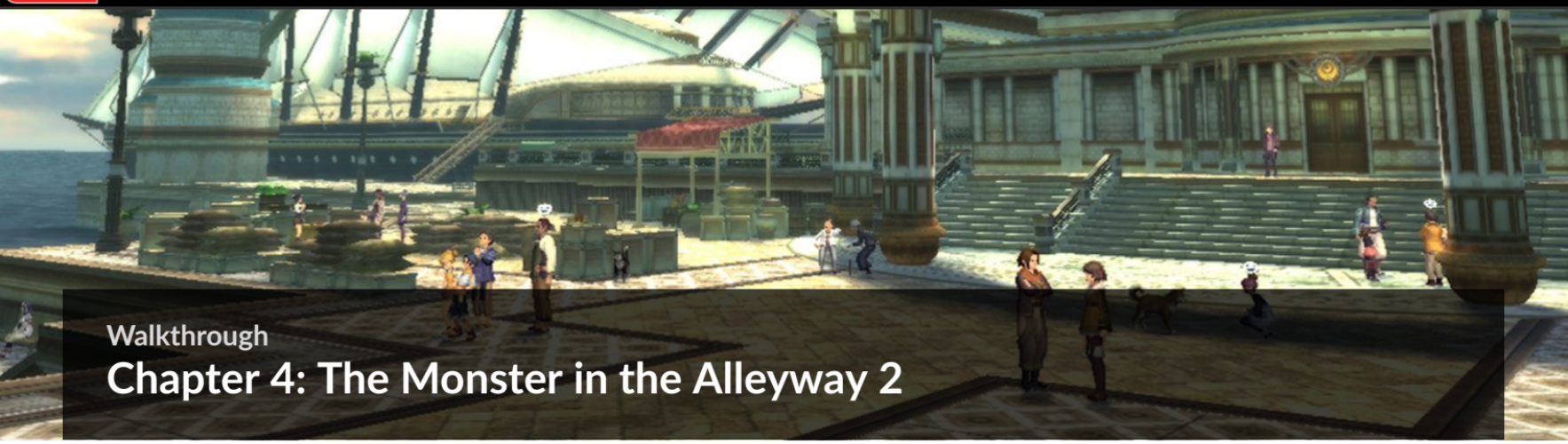
2 As you try leave for Duval, Ivar will make a surprise appearance and challenge you to a one-on-one fight. This tutorial battle shows you how to use the sledgehammer. The important lesson from this fight is that the range and power of the sledgehammer is great for breaking a foe's Iron Stance.

Boss Ivar

Level	8-12
Iron Stance	16
HP	10560–13440
Weak	
Strong	
Absorbs	--

Drop	Lose Stick (100%) / Stalactite (100%)
Steal	--

It's not ironic that Ivar is weak to strike attacks, which means you need to switch to your sledgehammer weapon and let him have it. Ivar has several arte attacks like Grave and Terra Spin, but they aren't too tough to contend with. Use free run to get in close and knock him off his feet with a Power Swing. Continue to juggle Ivar in the air with a repeated hammer assault to earn bonus damage.



Walkthrough

Chapter 4: The Monster in the Alleyway 2

Town

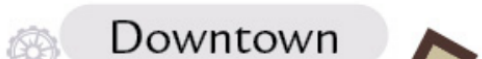
Duval 2—Fractured

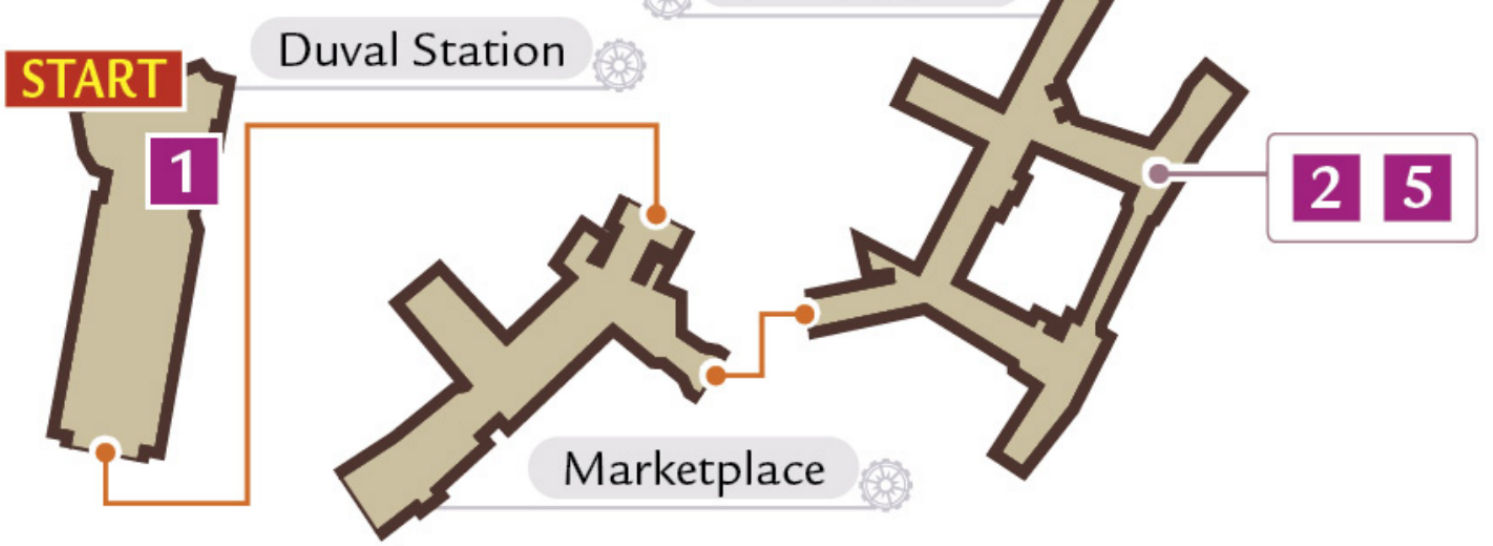
Required Teammates	Ludger Jude Leia
Inn Price	300 gald
Elemental ore	—
Enemies Level	—
Cats	—

Skits

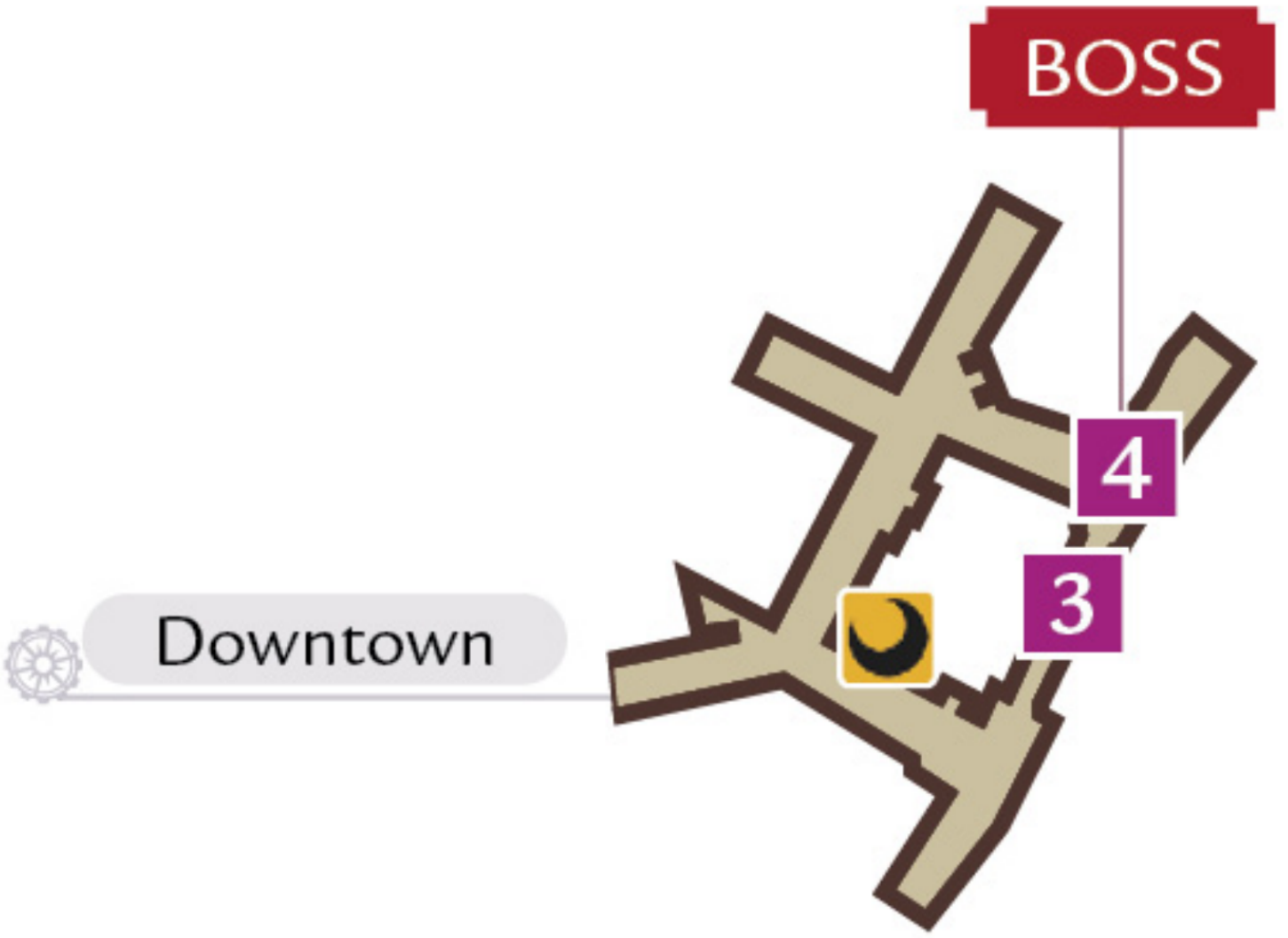
Start Time	Type	Name	Location	Condition	Choices	Required Members
Duval 2 Duval (Fractured Dimension) 1	Etc.	The Warrant	Anywhere	—	L1: None R1: None	Ludger Jude Elle

Duval





Duval Fractured



The Informant's Rumor

1 When you arrive in Duval, the informant is waiting at the train station. Her name is Jolyne and it should sound familiar if you've been to the Job Bulletin. Jolyne spins a yarn about some "demon" in the alleyways of Duval. Go to the Downtown area to check out the rumors.

2 **3** Wander around the alleys until a band of agents ambushes your group. The resulting conflict will trigger another dimensional shift, but your group will still be in hot water.

Braht Agents! (timed)

L1: **What do you want with Jude?**

R1: **Save Jude!** (Jude affinity +250)

4 Rowen shows up to save your team from the ambush, but in this version of Elympios he's not the friendly old traveling buddy Jude remembers.

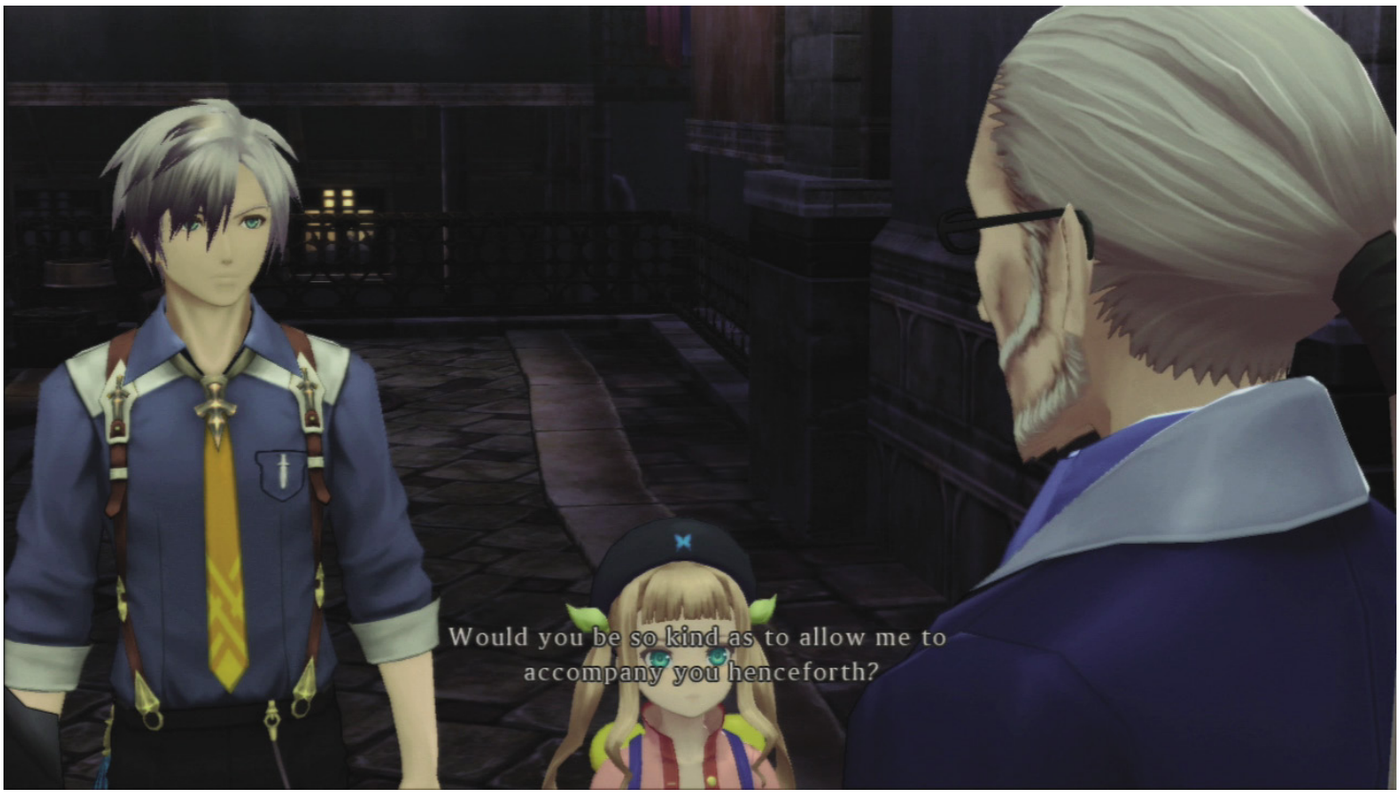
BOSS ROWEN (?)

Level	8–12
Iron Stance	16
HP	2777-34869
Weak	
Strong	
Absorbs	—

Drop	Dark Bottle (100%)
Steal	Tofu Cracker (Small) 10%

You'll end up fighting an alternate-reality Rowen. He's weak to your hammer strikes, but he's too fast to make it easy for you to land a hit. Instead, wait until he begins casting a spell arte or attacks one of your allies and then let him have it. When he runs low on HP, he'll enter Over Limit and repeatedly cast powerful artes. Use Linked Artes after a successful Power Hit to deal massive damage and quickly finish him off.

Welcome Rowen to the Party



5 When the alternate Rowen is dispatched, your group teleports back to your world. The real Gaius and Rowen arrive to break up the previous ambush by the agents. The dimension-hopping episodes are getting out of hand and Rowen asks to join your journey to find out more about them.

How will you address him?	
L1: **Thank you, Erston.** (Gaius affinity +400)	R1: **You've been a big help, Your Highness.**

Would you allow me to accompany you?	
L1: **Certainly.** (Rowen affinity +300)	R1: **A geezer like you?**

Debt Repayment Interval 4–5

Payment required	10000 gald

Elite Monster info

Terror of the Skies: Veywind Eye!		
Client	**Location**	**Rewards**
Spirius Corp.	Torbalan Highroad	12000 gald, 3600 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	The Evil Chancellor?!	Anywhere	Before debt repayment *1	—	Ludger Rowen Leia Elle
Debt Repayment Interval	Main	A Tale of Two Countries	Marksburg	Before debt repayment *1	—	Jude Rowen Leia Elle
Debt Repayment Interval	Main	Call from Nova (3)	Anywhere	After debt repayment *2	—	Ludger Elle
Debt Repayment Interval	Main	Call from Nova (4)	Anywhere	After debt repayment *3	—	Ludger Elle
Debt Repayment Interval	Etc.	Something's Changed	Marksburg	After debt repayment *1	—	Jude Rowen Leia

Interval from Marksburg

This is a very short interval if you went to Marksburg first because there are no new areas to explore. Still, some new random jobs are available at the Job Bulletin for Alest and Torbalan Highroads. It's worth checking them out if you want to grind some monsters or finish item deliveries with items the cats dragged in. When you're done with odd jobs, head out of Trigleph to Torbalan Highroad to run into Nova. She gives you a "family heirloom" known as the Item Sphere. This home shopping network special unlocks the Auto-Items function that allows characters you aren't controlling to use items. Once the debt for the interval is paid, you have to walk through all three sections of Torbalan Highroad to reach the Helioborg Research Station to start Chapter 5.

Interval from Helioborg Research Center

If you went to Helioborg as Chapter 4, you would have already run into Nova and acquired the Item Sphere. Helioborg is sort of a hub to many new areas of the game, and once it's completed there are a lot of new places to check out.

Debt Repayment Interval 4–5

Field

Rusalle Highroad

Inn Price	—
Elemental Ore	9–30
Enemies Level	12–16 / 23–30 after Chapter 7 1
Cats	Keke, Keisha

Enemies

Gun Tortoise

Type	
HP	1971/3021
Weak	
Strong	

Cave Chirpee

Type	
HP	1646/2566
Weak	
Strong	

King Cockatrice

Type	
HP	1646/2566
Weak	
Strong	

Cave Plant

Type	
HP	3540/5520
Weak	
Strong	

Rummage Through Rusalle Highroad

During this interval, the enemies are not as tough as they will be later on. The King Cockatrice have a long-range Spit Fire attack, so use free run to get in back or up close quickly and slash them continually with dual blades to cancel their attacks. The Cave Plants are also weak to slash attacks and the speed of your blades can make short work of them, even though they have the highest HP of the enemies in this area.

Make sure to switch to the sledgehammer to deal with the Gun Tortoise as they are stout creatures. If you have any wind-related artes, it will be even easier to exploit their weakness.

Rusalle Highroad

TREASURES

A	Chest	Lamellar Guard ×1
B	Chest	Stun Bracelet ×1
C	Chest	2800 gald

RANDOM ITEMS

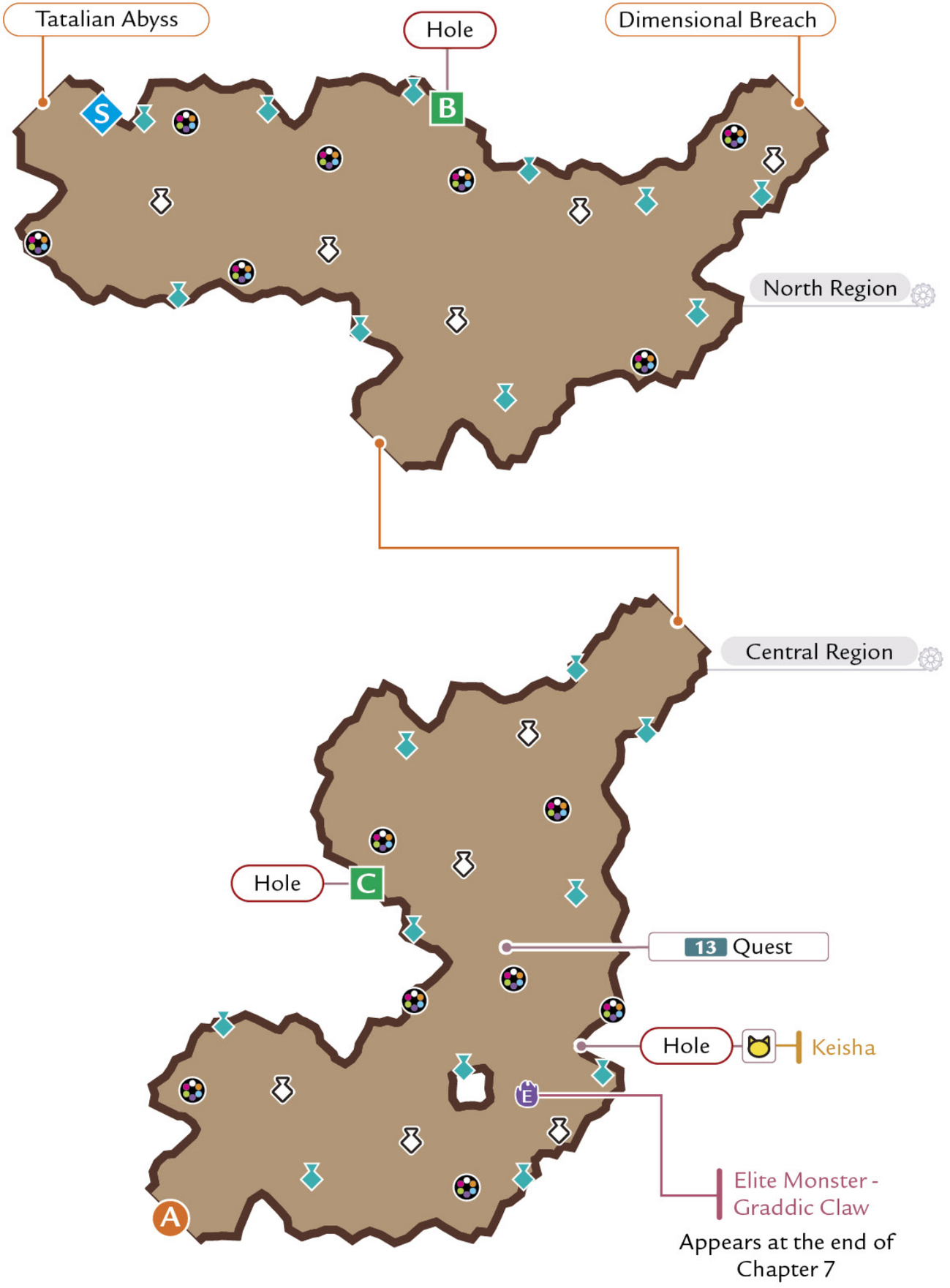
Loot Bag

50 gald	18%
100 gald	16%
250 gald	12%
500 gald	10%

Apple Gel ×1	8%
Kitty Krisps ×1	8%
Lose Stick ×1	8%
Weird Fragment ×1	8%
Mabo Curry (Small) ×1	8%
Win Stick ×1	4%

Gathering Points

Rotten Bone ×1~3	20%
Beast Dung ×1~3	20%
Iron Sand ×1~3	18%
Wood Chunk ×1~3	18%
Wildgrass Seeds ×1~3	16%
Copper Ore ×1~2	8%


Tatalian Abyss
Hole
Dimensional Breach
S
B
North Region
Central Region
Hole
C
13 Quest
Hole
Keisha
E
Elite Monster -
Graddic Claw
Appears at the end of
Chapter 7
A

N
S

There are two cats to locate in this area. Keke is getting some shade under a tree in the South Region and Keisha is inside a cave on the eastern wall of the Central Region.

Debt Repayment Interval 4–5

Dungeon

Tatalian Abyss

Inn Price	—
Elemental Ore	9–30
Enemies Level	25–29 / 47–51 after Chapter 10
Cats	Pebbles, Torche

Enemies

Neo Dragon

Type	
HP	11760/19680
Weak	
Strong	

Burrow Goblin

Type	
HP	2734/4575
Weak	
Strong	

Blade Beak

Type	
HP	3116/5215
Weak	
Strong	

Lizardman

Type	
HP	3116/5215
Weak	
Strong	

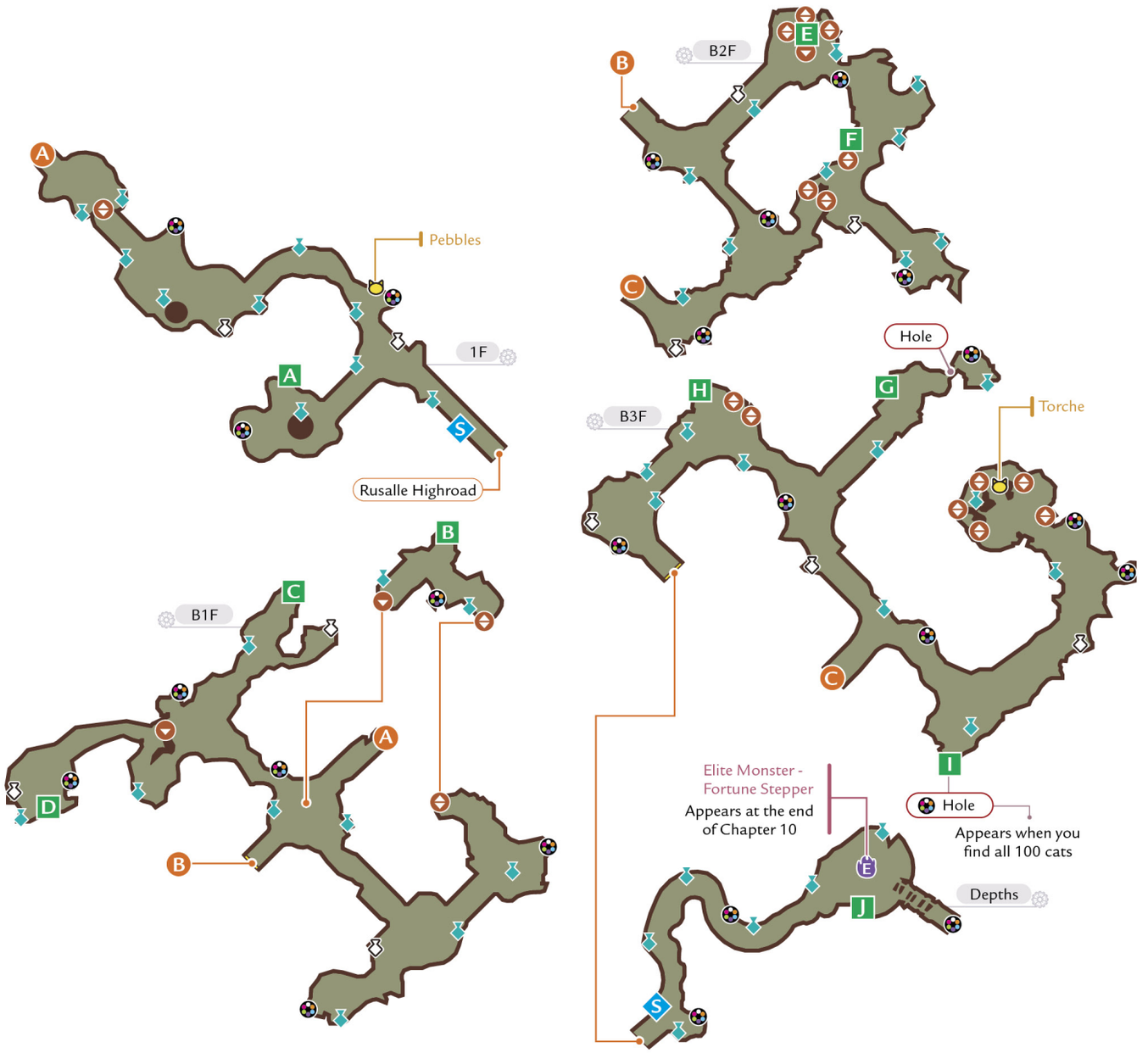
Tatalian Abyss

TREASURES

A	Chest	Dark Bottle ×3
B	Chest	3000 gald
C	Chest	Sage ×1
D	Chest	Leather Boots ×2

ITEM DATA

E	Chest	Weird Fragment ×3
F	Chest	3500 gald
G	Chest	Round Straw Hat ×1
H	Chest	2500 gald
I	Chest	Kitty Cap ×1
J	Chest	5500 gald



Proceed with Caution

This is a very tough area to tackle early on. In fact, the enemies are 10 levels higher than those in the previous areas! It's probably a good idea to hold off on this section until your party hits a higher level, but if you have been grinding there is about 14000 gald and there are lots of items to collect. If you are brave enough to venture into this dungeon early, make sure to use wind artes to take advantage of all the monsters' weaknesses in this area.

The Neo Dragon is the most dangerous foe in this area and should be avoided unless you are up to the challenge. It has powerful attacks and tons of HP to absorb damage. When it is encountered in a mixed group of enemies, wipe out the weaker foes first and let the whole team tackle the dragon. If the massive monster dives underground, immediately block to avoid its surprise attack. Aim for its head, which is its weak spot, and try to capitalize when it is knocked down with an all-out assault.

Not only are the creatures tough to contend with, this area is somewhat tricky to navigate. Luckily the first cat, Pebbles, is easy to find as it is near the entrance on a glowing tree.

Deeper in the dungeon's lower levels, there are a lot of cliffs and platforms to explore. Many treasures, as well as a brave kitty named Torche (barely peeking out over the ridge of the tallest pillar), can be found on the top of the series of platforms.

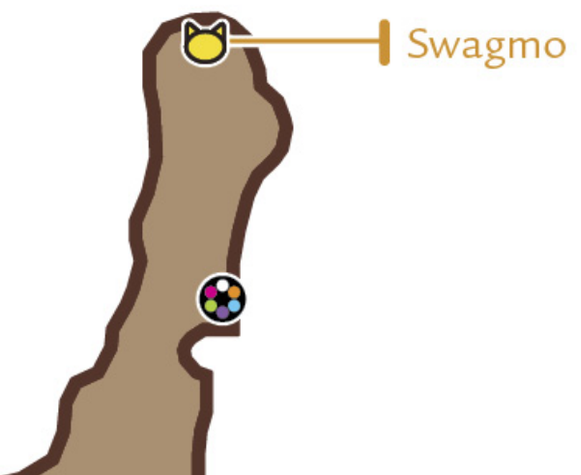
Debt Repayment Interval 4–5

Dungeon

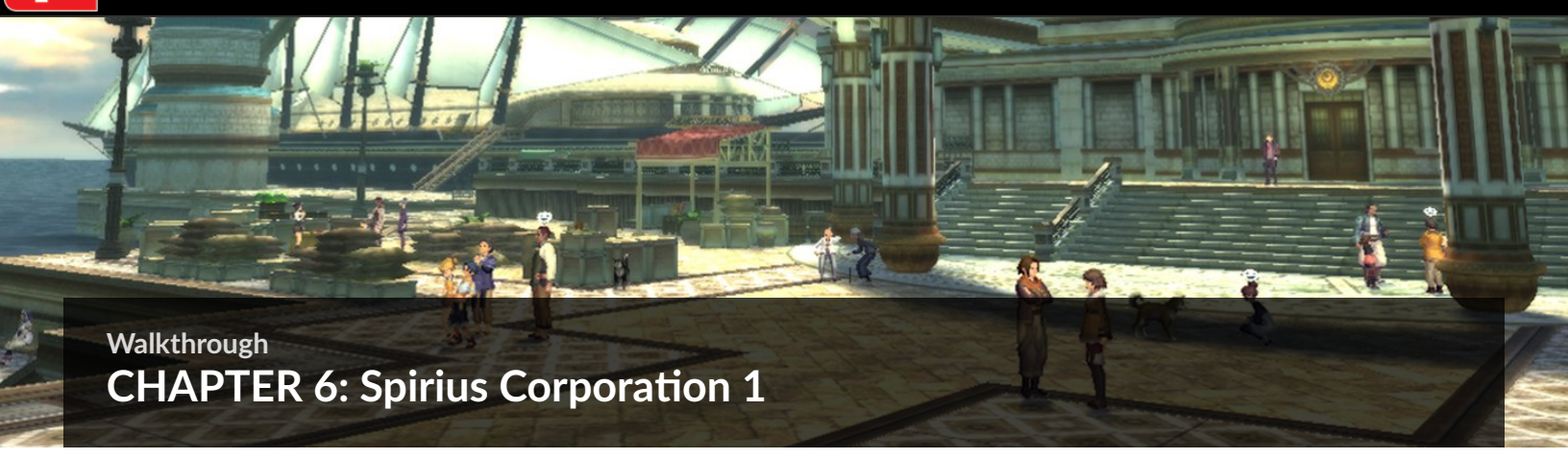
Dimensional Breach

Inn Price	—
Elemental Ore	9–30
Enemies Level	—
Cats	Swagmo

Dimensional Breach



This intimidatingly named area is actually a very peaceful place—at least until the Elite Monster shows up. At the northern end, Swagmo the cat is lounging under a tree. The other important thing to note about this place is that there is a lot of Elemental Ore in close proximity with no monsters to deal with. Each time you enter the area, the ore will respawn in several spots, making this a good place to upgrade your skills.



Walkthrough

CHAPTER 6: Spirius Corporation 1

Town

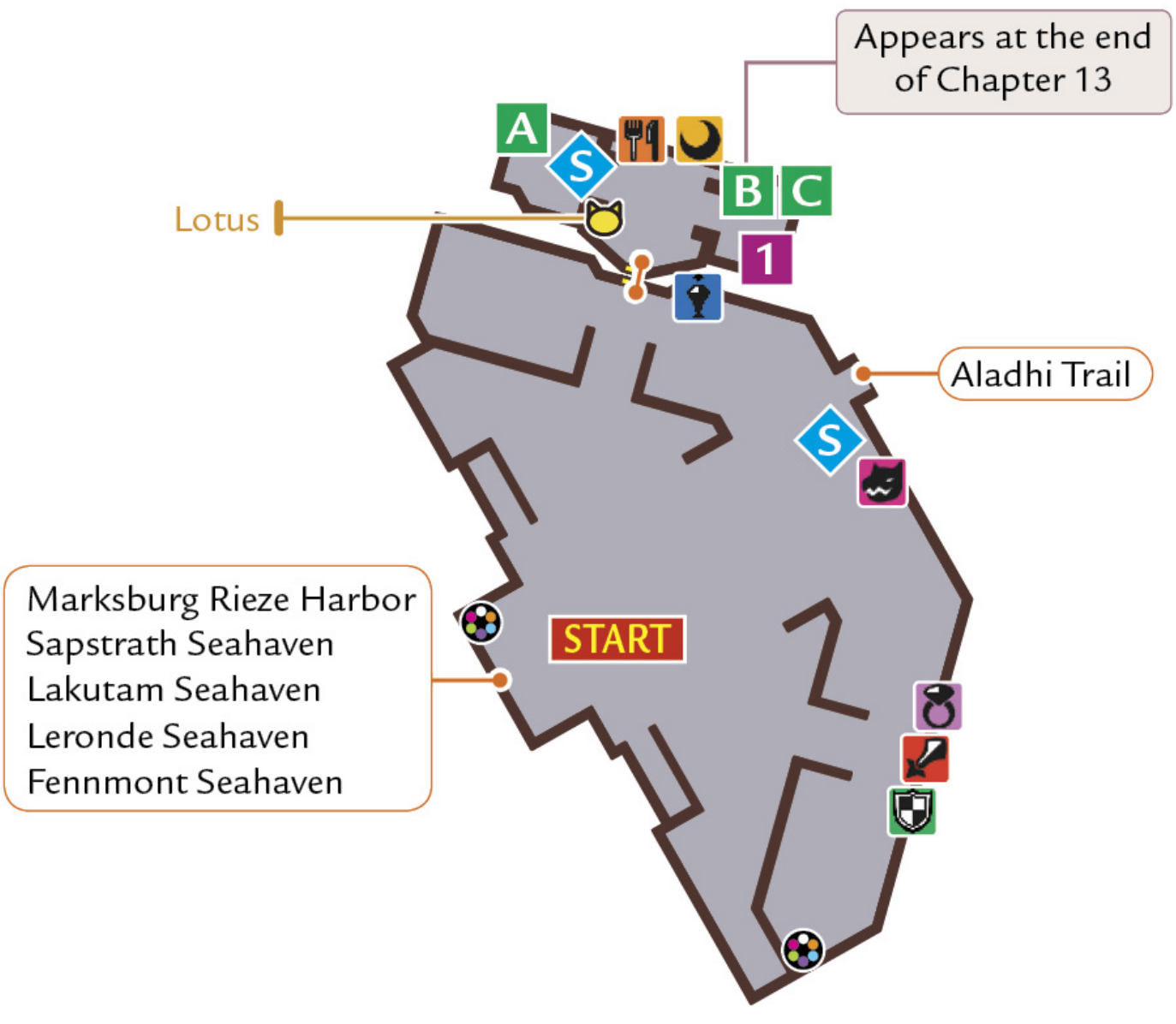
Aladhi Seahaven (2)

Required Teammates	Ludger Jude Alvin Leia
Inn Price	100 gald
Elemental ore	4–20
Cats	Lotus

Aladhi Seahaven

HIDDEN ITEMS

A	Barrel	"Akebono" Sake ×1
B	Box	Gaius Dumpling ×1
C	Drawers	500 gald



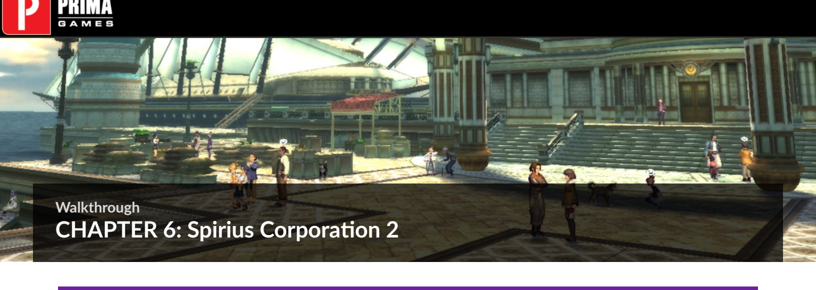
Set Sail to Rieze Maxia

Go to Marksburg—Rieze Harbor and travel south to the docks to hop aboard a ship to Aladhi Seahaven. Your destination across the ocean is Rieze Maxia, which will provide plenty of opportunities to explore new towns and experience many unique events.

Note

At this point you can explore many new areas detailed in Interval 5-6.

1 Jolyne gives you the Winged Boots when you arrive. Head to the Aladhi Seahaven Inn and make sure you found Lotus the cat on a crate near the entrance before you officially start the chapter by speaking to the agents with a yellow star above their heads.



Town

Spirius Corporation

Required Teammates	Ludger, Jude, Alvin, Leia
Inn Price	—
Elemental ore	—
Cats	Patches, Tiggy

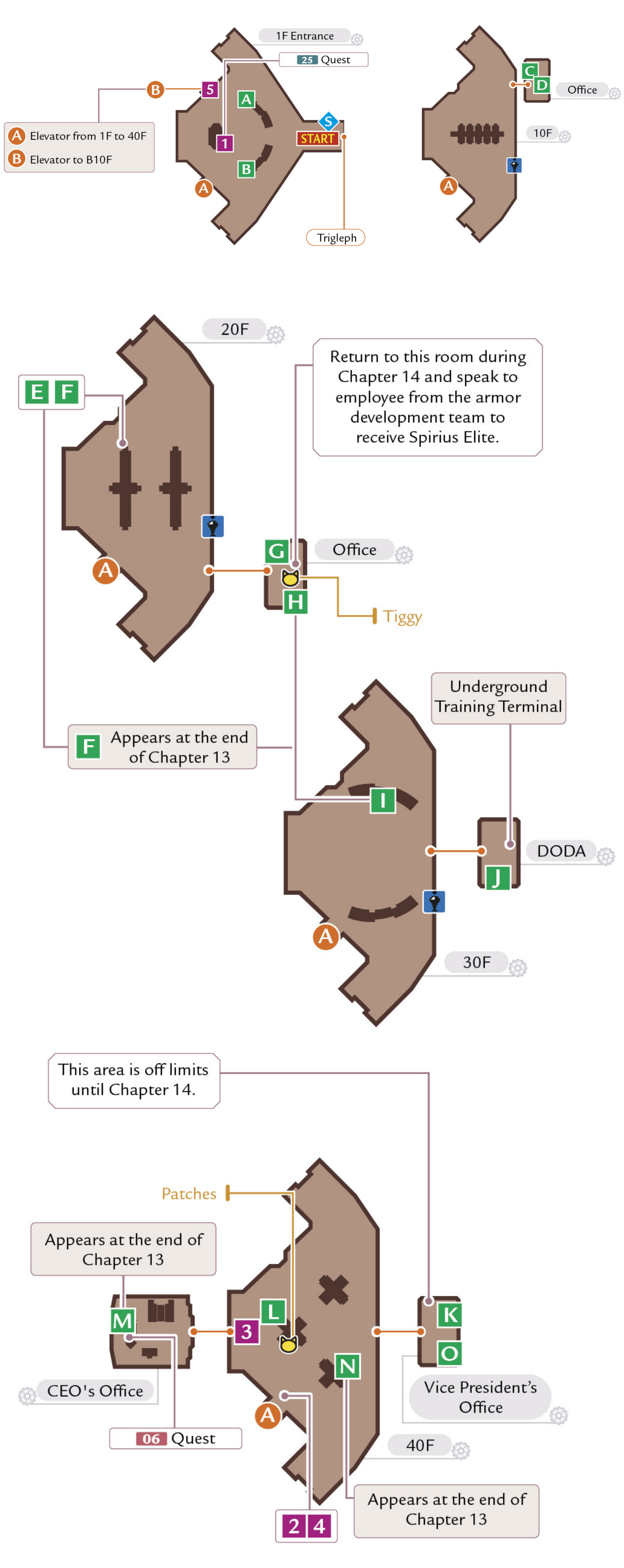
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Spirius Corporation 3	Main	Bisley Bakur	Spirius Corporation	—	L1: None R1: None	Ludger, Jude, Alvin, Leia, Elle

Spirius Corporation

HIDDEN ITEMS

A	Flowerbed	Herb ×1
B	Flowerbed	Lavender ×1
C	Desk	Pudding Cake (Small) ×1
D	Desk	Bunny Doll ×1
E	Flowerbed	Melange Gel ×2
F	Flowerbed	Saffron ×1
G	Desk	Sandwich (Small) ×1
H	Bookshelf	Kitty Toy ×1
I	Flowerbed	Basil ×1
J	Desk	Takoyaki Ramen (Small) ×1
K	Drawers	Yakisoba Noodles (Small) ×1
L	Flowerbed	1500 gald
M	Desk	Gaius Dumpling ×1
N	Flowerbed	Chamomile ×1
O	Chest	Fancy Haircut (Ludger) ×1 Business Outfit (Ludger) ×1



Meet the CEO

1 Take the Fractured Dimension Data from the pursuit agents and travel to the corporate HQ in Trigleph by boarding the ship in Aladhi Seahaven and taking the train in Marksburg. From the train station, go to Technology Drive and head west to enter the first floor of the Spirius Corporation. Chat with Vera in the lobby and find out the that CEO, Mr. Bisley Bakur, wants the data you acquired to be delivered in person.

Who are these people?

L1: **My friends.** (Jude, Elle affinity + 250; Alvin and Leia affinity + 300) R1: **Heck if I know.**

2 3 Take the elevator on the western wall and you will automatically appear near Bisley's office on the 40th floor. After you hand over the data, he will provide some very interesting information about Julius.

Which would you rather hear first?

L1: **Let's start with the good news.** (Bisley affinity + 400) R1: **Give me the bad news.** (Bisley affinity + 400)

The good news is that Bisley has been watching Ludger and wants to recruit him into his agency. Conveniently, the bad news is that Ludger is on the police most-wanted list, but Bisley can keep the heat off of Ludger if he agrees to become one of Bisley's agents.

For the sake of the world, you must help us.

L1: **All right.** (Bisley affinity + 400) R1: **Is this what Julius has been up to?** (Bisley affinity + 400)

Either way you become a DODA agent of Spirius and agree to investigate the Fractured Dimensions that your brother was involved with.

Bonus Scene: Leia (requires completion of her first character episode)

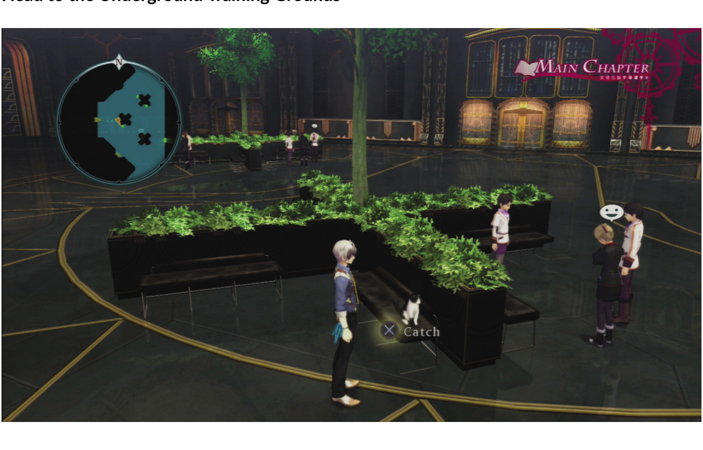
Are you sure about this?

L1: **Not really.** (Leia affinity + 300) R1: **I am. I've always wanted this job.**

Bisley Bakur is like...

L1: **The King of Elympios.** R1: **A boss of a sinister organization.**

Head to the Underground Training Grounds



Bisley will walk off and wait for you in the underground training area. When you go there, he will teach you to wield the Kresnik ability surrounding the mysterious Fractured Dimensions. Leave Bisley's office and search the rest of the 40th floor to pick up a few items and find Patches the cat.

4 Use the above-ground elevator to search the 30th, 20th, and 10th floors before returning to the first floor lobby. While scouring the rooms for hidden items, take note of the terminal on the 30th floor that displays the emergency detonation code for the training room. Also, Tiggy the cat is hiding under a desk on the 20th floor in the same room as a person that worked with Julius. Speak to the employee and he might be able to help you later on (in Chapter 14 for example).

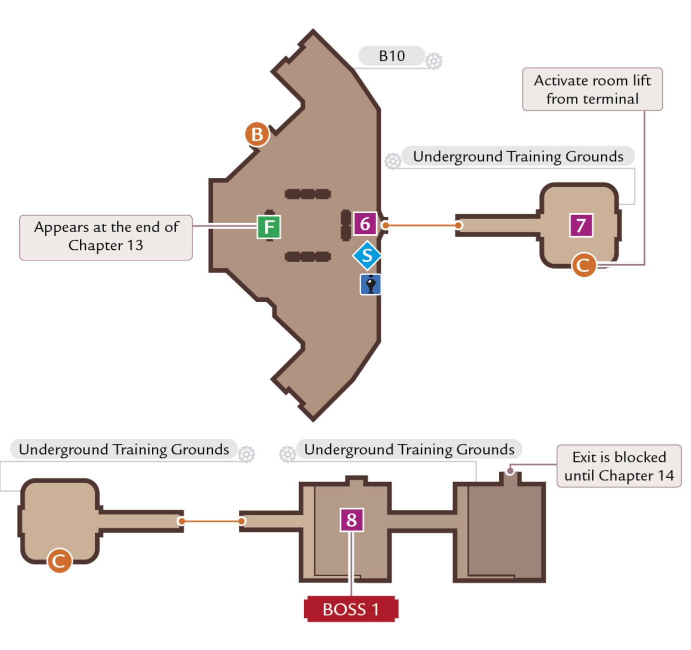
5 6 7 When you finally reach the lobby, use the underground elevator to the northwest to go down to the basement level B10. Go through the eastern exit to enter a circular room and activate the room lift by checking the terminal with a green screen. Exit the next room to the east and go down the staircase to speak to Bisley and begin the tutorial.

8 Go through the tutorial to learn about the chromatus gauge. When the gauge is full, you can transform anytime —this is a real game changer! While in this mode, you will have access to new devastating moves, combos, and skills.

Agent Training Facility

HIDDEN ITEMS

F	Flowerbed	Orange Gel ×2

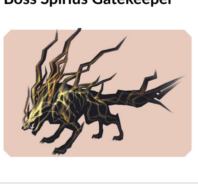


Note

The chromatus has a huge impact on combat, and using it effectively can mean the difference between failure and victory.

- Chain attacks with X and press O to unleash different moves depending on how high the combo was from hitting X.
- The gauge will deplete over time and while you take damage.
- In this mode you are invincible and only deplete your chromatus gauge, not your health.
- Unique moves and combos are available in this mode.
- Use this mode defensively to avoid damage from a boss's powerful mystic artes or Over Limit attacks.
- This ability has many upgrades in the form of new skills that are learned throughout the game.

Boss Spirius Gatekeeper



Level	1
Iron Stance	20
HP	780
Weak	—
Strong	All types

Drop	Broken Fang (100%) / Beast Dung (100%)
Steal	—

The Spirius Gatekeepers are resistant to all damage types. If you attack them normally, you won't be able to stagger them with your hits and will face immediate counterattacks. Instead, follow the instructions on screen and transform at the beginning of the fight. While in your transformed state, you won't be staggered by enemy attacks and you won't receive any damage from them. Additionally, your attacks are not affected by resistances, so you can repeatedly use powerful attacks like Hexentia or Dark Projection to wipe out your foes without much trouble. Remember that while transformed, the artes you execute will change based on how many regular attacks preceded them.

Debt Repayment Interval 6-7

Payment required	50000 gald

Character Episodes

Alvin 1	
Location	Duval
Reward	Alvin color variation costume, affinity +500

Elize 1	
Location	Hamil
Reward	Elize color variation costume, affinity +500

Event Quest

05 Elle's Belongings

Client	Party	Item / Task	Location	Description	Reward
Elle	Ludger	Elle's Job Report	Trigleph—Ludger's House	I forgot something at your place, Ludger! It's super important! We have to go back and get it!	800 gald, 256 Points, Item Sphere Plus

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Jolyne's Plea - Part 3	Wooden Badge	Alest Chirpee	Alest Highroad	800 gald, 500 Points, Sidekick Mask
You on an Adventure?	—	Fleet Mare	Galia Trail	800 gald, 100 Points, Tornado

Elite Monster info

Giant Insect: Radiant Horn!

Client	Location	Rewards
Spirius Corp.	Nia Khera Spiritway	21000 gald, 6300 Points

Wings of Light: Siennabronc!

Client	Location	Rewards
Spirius Corp.	Various Places	175000 gald, 52500 Points

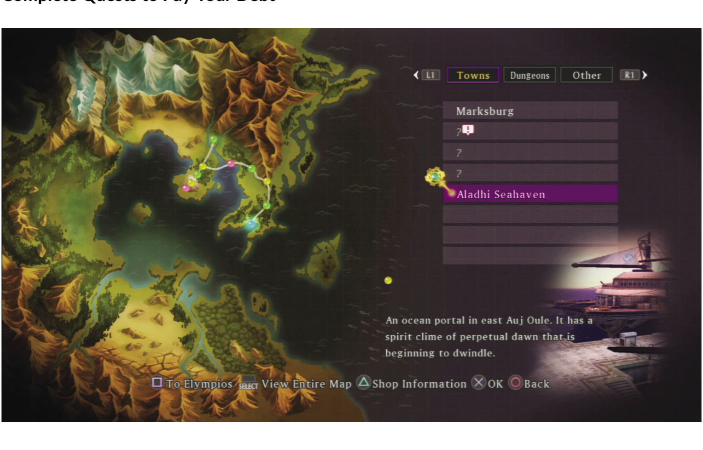
Face of Death: Greater Demon!

Client	Location	Rewards
Company Employee	Kijara Seafalls	21000 gald, 6300 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	One Way Woman	Anywhere	Before debt repayment	L1: None R1: Elle +250	Ludger, Alvin, Elize, Elle
Debt Repayment Interval	Main	Call from Vera (1)	Anywhere	Obtaining the World Map After debt repayment	—	Ludger, Elle

Complete Quests to Pay Your Debt



After completing Chapter 6, when you exit Spirius Corporation, Vera will give you a World Map! Finally, you can go to any previously visited area in a snap. The map displays the names of places you have been as well as a question mark for areas you haven't visited that are connected to the others you have. The World Map is a great way to travel instantly, but it also displays possible missions in each area using a green ! for Event Quests, red ! for Character Episodes, and the familiar yellow star for mission objectives.

There are no new areas to explore in this interval, and to make it more challenging, the debt repayment amount for this period has increased significantly from last time. This is a good time to grind for experience, gald, and items from the Kitty Dispatch. Make sure to finish any lingering quests and be sure to complete the time-sensitive quest called Elle's Belongings. The real reward from that quest is not gald but the Item Sphere Plus that increases the options of auto items your teammates can use in battle.

Note

Now that you have lots of auto slots to fill for your teammates, make sure they can be more effective on the battlefield with the right items. Give them the ability to use Life Bottle to restore allies and Panacea Bottle to take care of aliments.

If you are having trouble reaching the debt repayment goal, the solution is to go after an Elite Monster. The first few should not be a problem at this point, but the new ones can be rough depending on how prepared you are. Defeating these beasts is the best way to earn gald and raise your job title.

Walkthrough

CHAPTER 7: Destroy the Fractured Dimension 1

Town

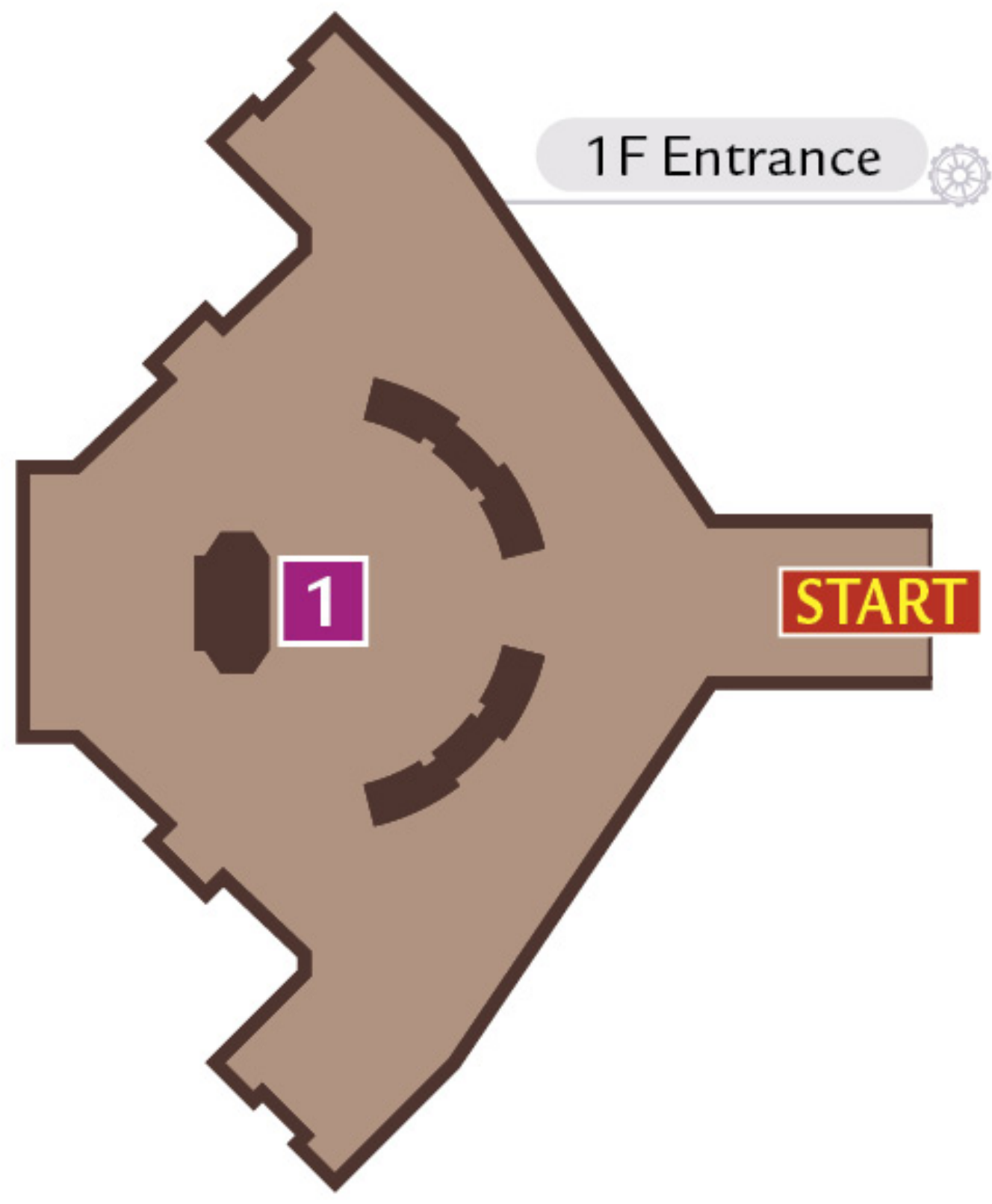
Spirius Corp. (2)—Trigleph (Fractured)

Required Teammates	Ludger Alvin Elize Rowen
Inn Price	300 gald
Elemental ore	9–30
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Spirius Corp. (2)—Trigleph (Fractured) 2	Main	Ludger's Power	Trigleph (Fractured)	—	—	Ludger Alvin Elize Elle Rowen

Spirius Corporation



Trigleph Fractured

First Mission as an Agent

1 Report to Spirius Corp. for your first official mission as a DODA agent. On the first floor talk to Vera and Nova to start the chapter. Now that you know about Fractured Dimensions, it is your job to deal with them. Use the following dialogue option to boost your affinity with most of the party. Press R3 to enter the World Map and go to View Entire Map to select the Fractured Dimension.

He wants us to come along.

L1: **I can't drag you all into this...** (Jude affinity +250)

R1: **You'll help me?** (Alvin, Leia, Elize, Rowen affinity +300)

Note

Once you enter a Fractured Dimension you will not be able to leave until it is destroyed.

We've confirmed your entry into the Fractured Dimension.

L1: **The GHS still works here?**

R1: **But how do we search for it?**

2 3 Check out the alternate Trigleph if you want to upgrade the team's equipment and consider creating Ludger's Custom Order Prometheus (Darkness) dual blades - they will help out a lot in an upcoming boss battle. The other members of the party look for clues in Trigleph, but Ludger's role is to go to Oscore Station. The ticket machine is only a few steps away.

Dungeon

Oscore Plant (Fractured)

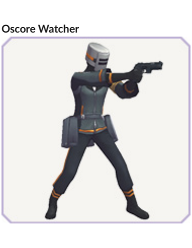
Required Teammates	Ludger, Alvin, Elize, Rowen
Inn Price	—
Elemental ore	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Oscore (Fractured)	Main	The Great Spirits	Oscore (Fractured)	Go to Central Dome in Oscore Plant	–	Alvin, Elize, Rowen

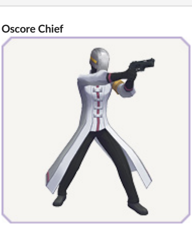
Enemies

Oscore Watcher



Type	
HP	2310
Weak	
Strong	—

Oscore Chief

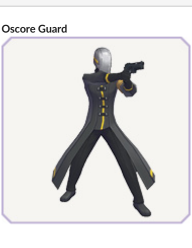


Type	
HP	7200
Weak	
Strong	

Spyrix Sentry 3.0

Type	
HP	4620
Weak	
Strong	

Oscore Guard



Type	
HP	2310
Weak	
Strong	

Goblin Farmer

Type	
HP	2148
Weak	
Strong	

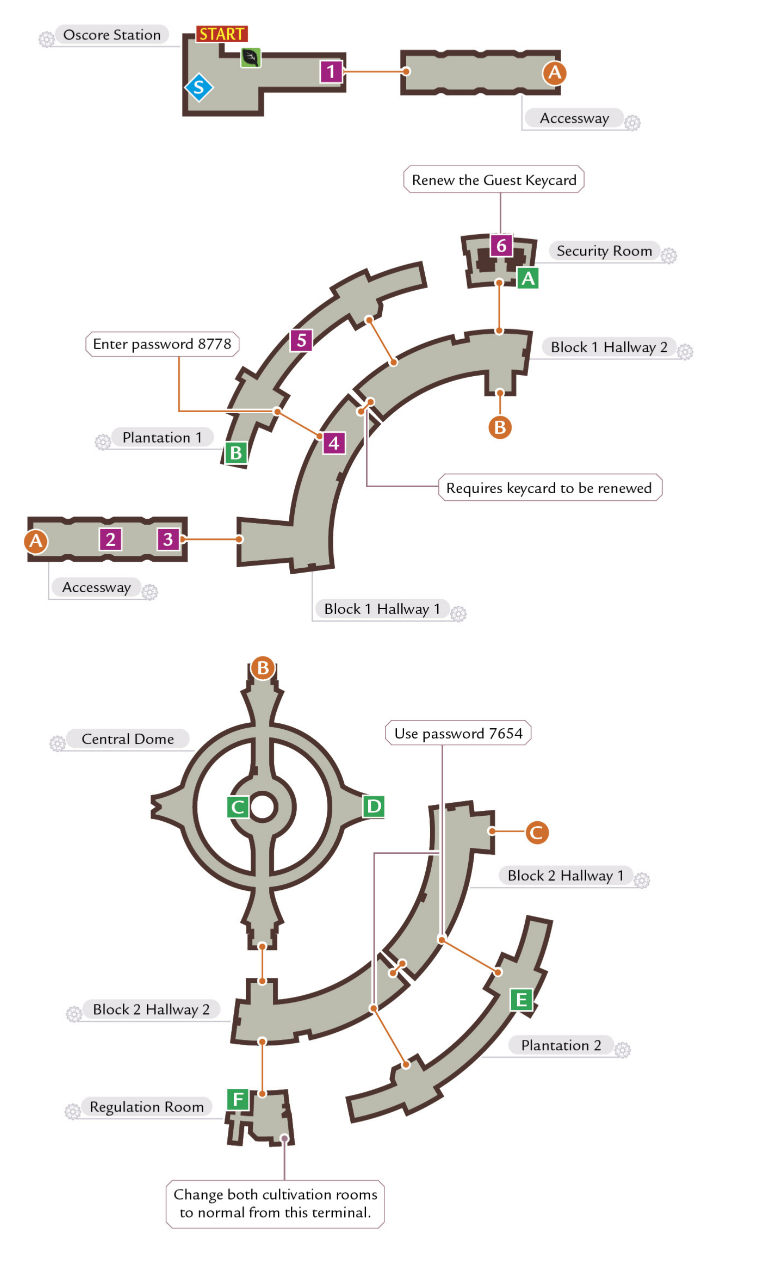
Pollen Bee

Type	
HP	2148
Weak	
Strong	—

Oscore Fractured

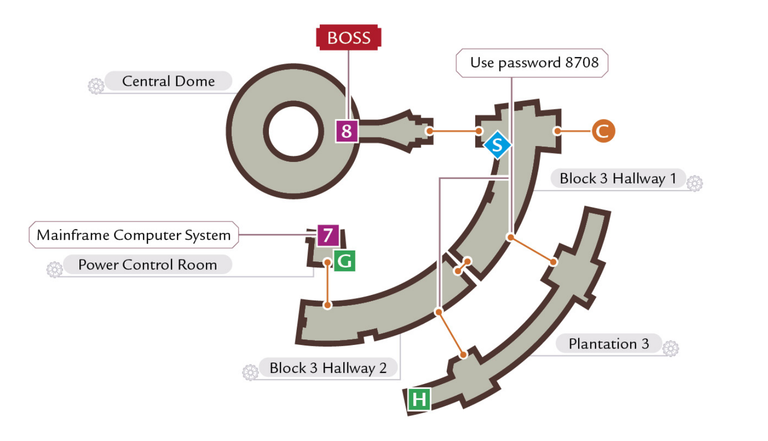
TREASURES

A	Chest	Long Coat ×1
B	Chest	Nameless Seed ×1
C	Chest	Spicy Chicken Roll (Small) ×1
D	Shelf	Verbena ×1
E	Chest	Veggie Set ×2
F	Chest	Wisdom Ring ×1



TREASURES

G	Chest	Tomato a la Mode (Small)
H	Chest	Mysterious Liquid x2



Find the Plant's Power Source

Most of the foes are susceptible to gunfire, and the biggest threat of the group is the Oscore Chief that can return fire. Many of the foes have long-range attacks that can shock the party or have a large area of effect. Always prioritize these projectile-based enemies with constant pressure to smother their attacks and pin them down before they wreak havoc on the entire party.

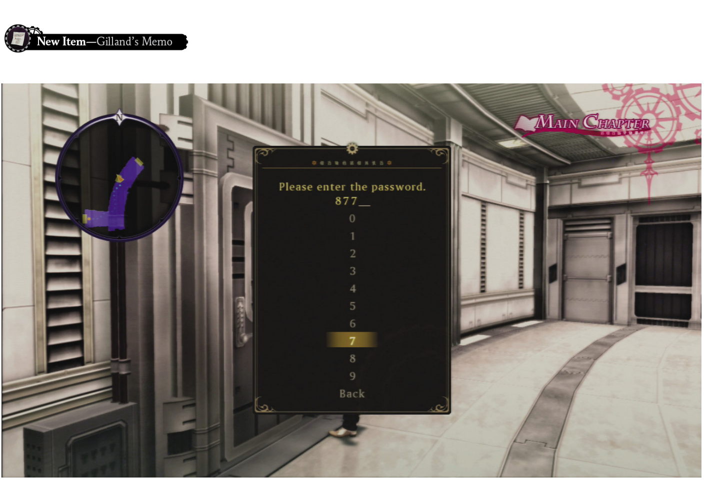
1 Before starting the area, stop by the Oscore Plant Store and fill up your item reserves. Open the door to the east and meet Alvin's uncle.

Bonus Scene: Alvin (if Alvin Episode 1 was completed)

2 3 After a little incident, search Alvin's uncle for the Guest Keycard and Gilland's Memo. Unfortunately the key card has expired and is of no immediate use, but that code on the memo will provide the access you need.

New Item—Guest Keycard

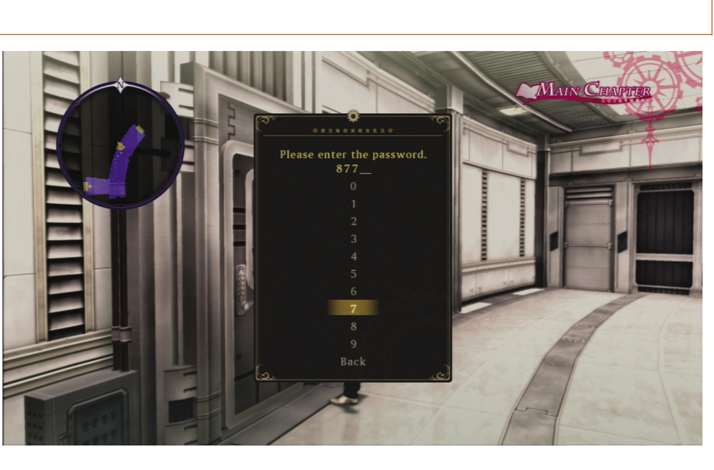
New Item—Gilland's Memo



4 When you examine Gilland's Memo it contains three series of four-digit numbers. The numbers are passwords that allow access to three separate Cultivation Rooms. Go into the hallway and enter the first password (8778) at the first door on the left to enter the Plantation 1 room.

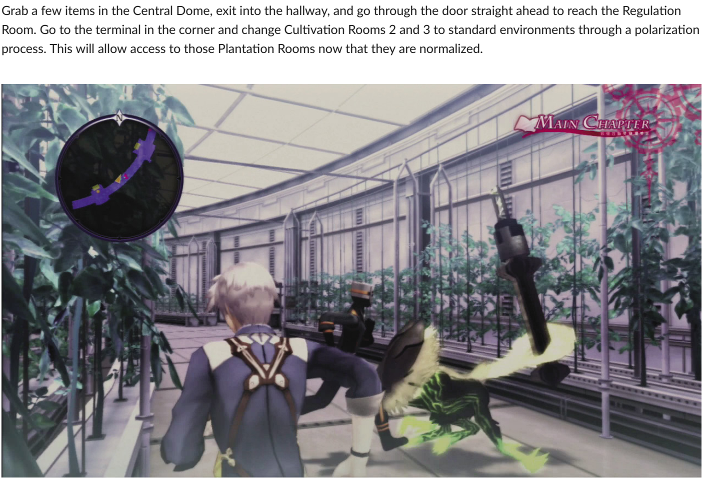
5 What'll you say?

L1: I bet Julius would love to see this. (Elle affinity +250)	R1: Tomato dishes are my speciality, you know. (Alvin, Elize, Rowen affinity +300)

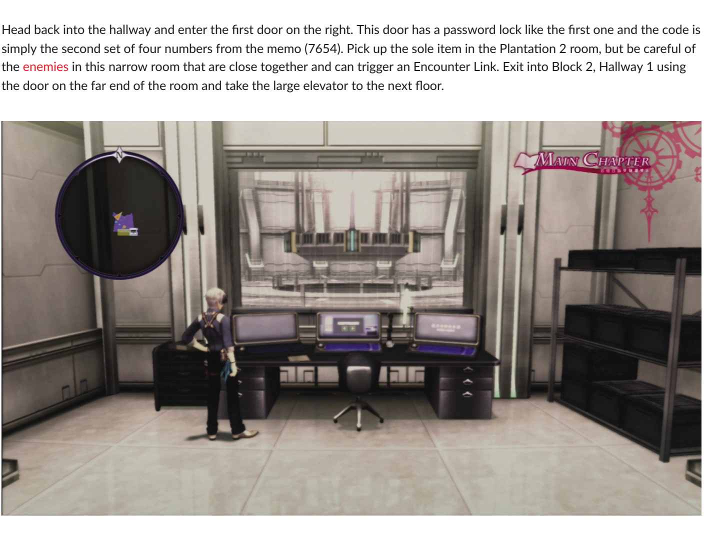


6 At the end of the hall, go through the door to the Security Room. Use the apparatus in the back to renew the Guest Keycard to provide access to several doors in the plant. Leave this room to go back into the hallway and enter the Central Dome using the door on the opposite side.

Grab a few items in the Central Dome, exit into the hallway, and go through the door straight ahead to reach the Regulation Room. Go to the terminal in the corner and change Cultivation Rooms 2 and 3 to standard environments through a polarization process. This will allow access to those Plantation Rooms now that they are normalized.



Head back into the hallway and enter the first door on the right. This door has a password lock like the first one and the code is simply the second set of four numbers from the memo (7654). Pick up the sole item in the Plantation 2 room, but be careful of the enemies in this narrow room that are close together and can trigger an Encounter Link. Exit into Block 2, Hallway 1 using the door on the far end of the room and take the large elevator to the next floor.

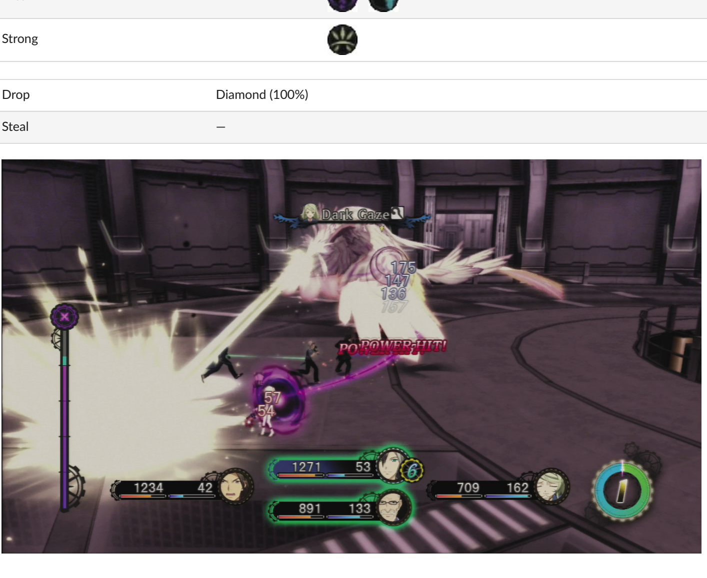


7 The third and final locked door leads to the Plantation 3 room and will require the final set of four digits from the memo (8708). Continue to battle enemies to get to Block 3, Hallway 2 to access the Power Control Room. This room has the Mainframe Computer System that is currently running in normal mode. Check the system and go into maintenance mode to lower the power core into the Central Dome. Backtrack to the Central Dome and prepare to fight the thing that is powering the entire plant!

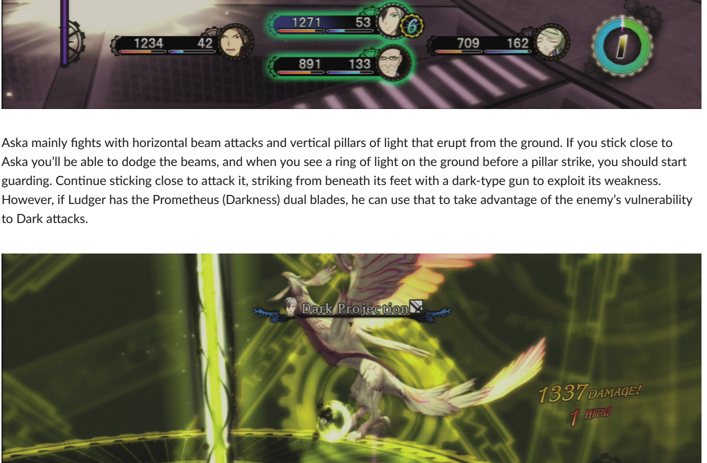
8 BOSS ASKA (FRACTURED)

Level	20–24
Iron Stance	150
HP	68226–78090
Weak	
Strong	

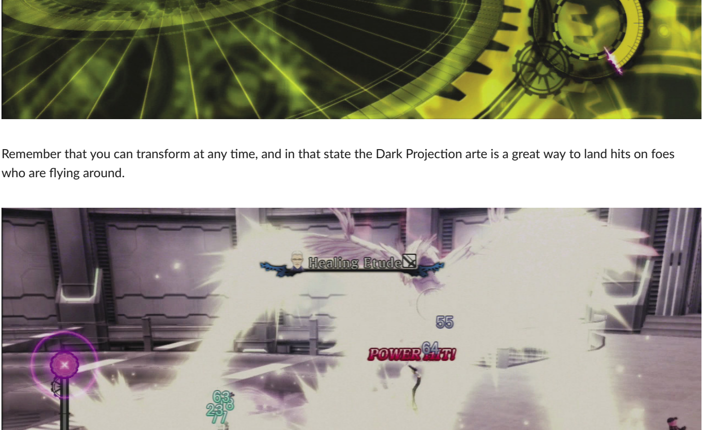
Drop	Diamond (100%)
Steal	—



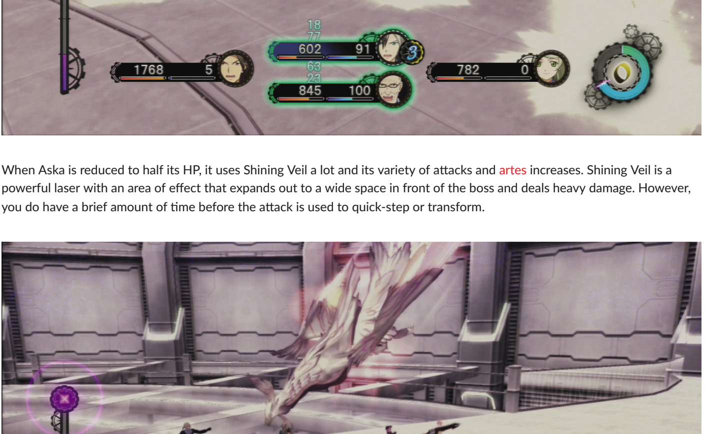
Aska mainly fights with horizontal beam attacks and vertical pillars of light that erupt from the ground. If you stick close to Aska you'll be able to dodge the beams, and when you see a ring of light on the ground before a pillar strike, you should start guarding. Continue sticking close to attack it, striking from beneath its feet with a dark-type gun to exploit its weakness. However, if Ludger has the Prometheus (Darkness) dual blades, he can use that to take advantage of the enemy's vulnerability to Dark attacks.



Remember that you can transform at any time, and in that state the Dark Projection arte is a great way to land hits on foes who are flying around.



When Aska is reduced to half its HP, it uses Shining Veil a lot and its variety of attacks and artes increases. Shining Veil is a powerful laser with an area of effect that expands out to a wide space in front of the boss and deals heavy damage. However, you do have a brief amount of time before the attack is used to quick-step or transform.

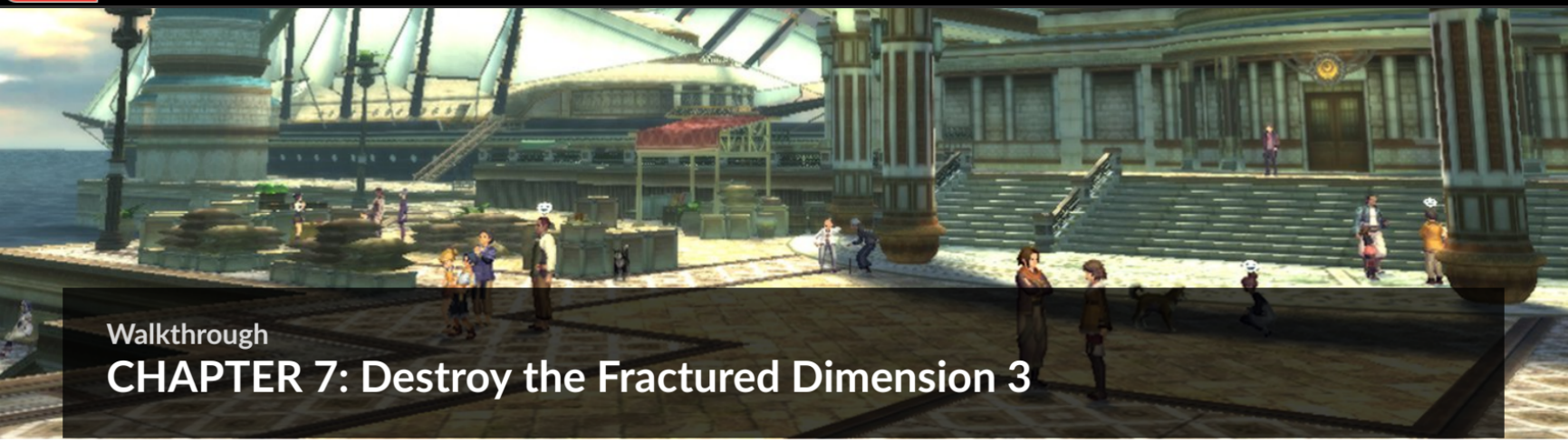


The other attack to look out for is a long, straight-line lunge that knocks targets down. Aska uses this from the start of the fight, but after using Shining Veil, it uses that more often and also uses it to plummet down from mid-air. This attack is preceded by a beating of wings that generates dust. When you see that happen, stop attacking and immediately block.

The boss provides an invaluable tip about someone in a wasteland beyond Helioborg (Dimensional Breach). Once the boss is beaten, go into the World Map and warp to Trigleph Station. To follow up on the lead you were given, travel through Torbalan Highroad to reach Helioborg.

Note

There are new treasures to find in the Fractured Dimensions of places you've been to before in your dimension.



Walkthrough

CHAPTER 7: Destroy the Fractured Dimension 3

Field

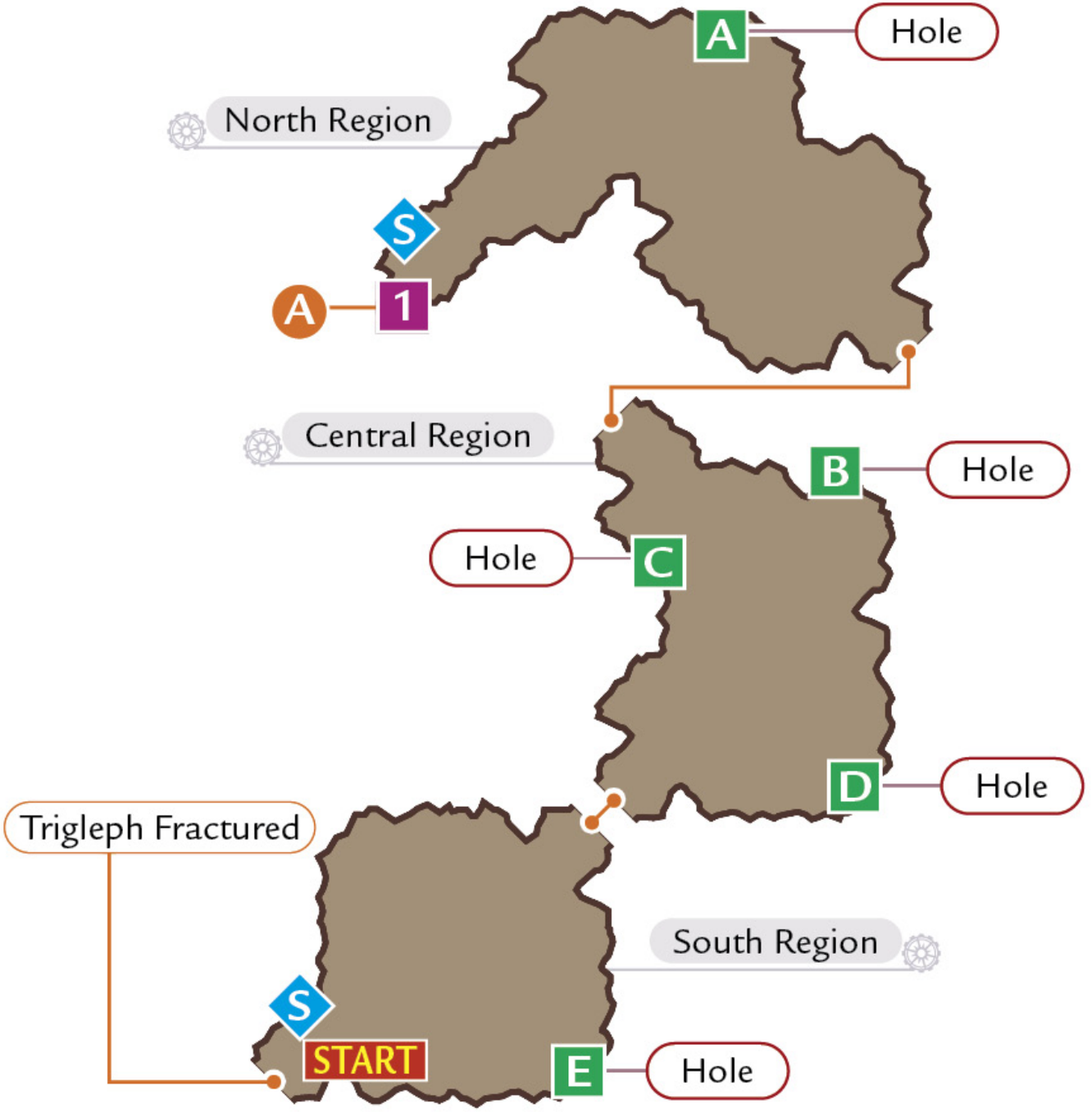
Torbalan Highroad (Fractured)—Helioborg (Fractured)

Required Teammates	Ludger Jude Alvin Leia
Inn Price	—
Elemental ore	4–30
Enemies Level	20–24
Cats	—

SKITS

Start Time	Type	Name	Location	Condition	Choices	Required Members
Torbalan Highroad (Fractured) — Dimensional Breach (Fractured)	Main	World Destruction	Torbalan Highroad Central Region	—	L1: None R1: Leia +250	Ludger Alvin Jude Leia

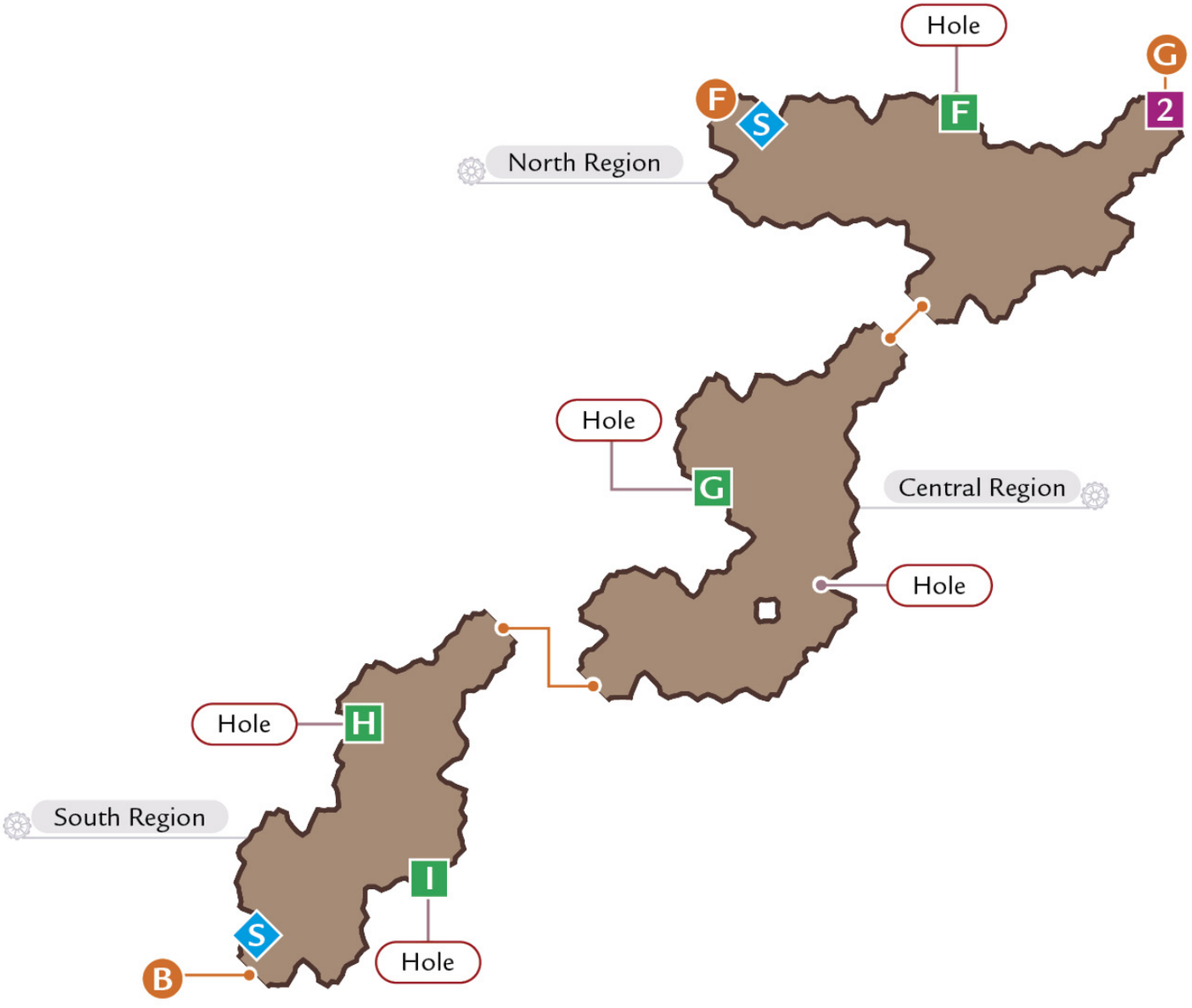
Torbalan Highroad Fractured



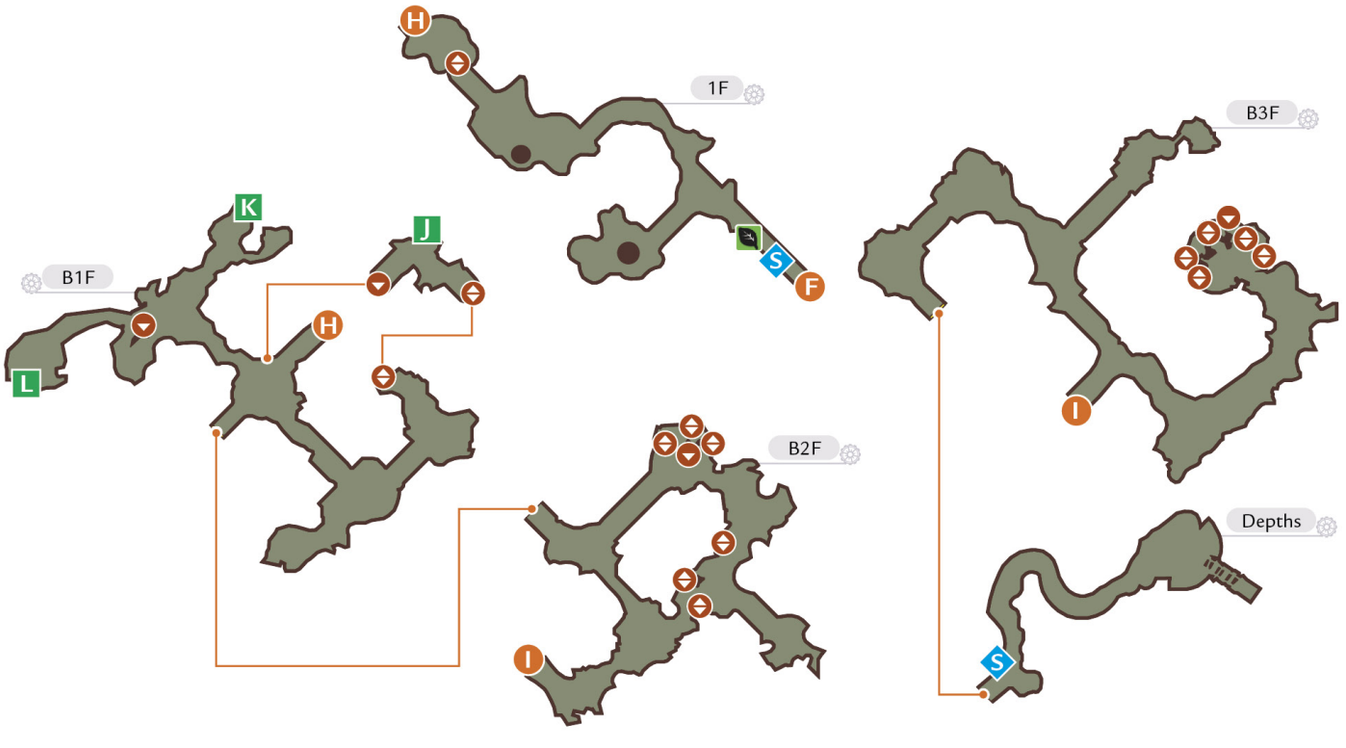
TREASURES

A Chest	Potato Salad (Small) ×1
B Chest	Silver Hat ×1
C Chest	Holy Bottle ×2
D Chest	2000 gald
E Chest	Iron Guard ×1

Rusalle Highroad Fractured



Tatalian Abyss Fractured



Dimensional Breach Fractured

TREASURES

F	Chest	Fruit Salad (Small) ×1
G	Chest	Armet Helm ×1
H	Chest	2300 gald
I	Chest	Leather Boots ×2
J	Chest	Weird Fragment ×1
K	Chest	800 gald
L	Chest	Copper Ore ×2

Search for a Spirit

1 The enemies and geography of Torbalan Highroad are the same in the Fractured Dimension, but this is the only chance to collect the new treasures. You can dash through to Helioborg, but if you check the maps it will be easy to pick up the treasures along the way.

Helioborg is a big place to run through, and there are no new treasures to search for, so don't waste any time running through this version. Instead, speak to the man with the red smiley face over his head who will automatically guide you to the exit by Rusalle Highroad.

2 Rusalle Highroad has new treasures to obtain. They are on the way to the exit, so take the time to grab a few items as it's the only chance you have to collect them. If you are eager to progress the story, go to the exit to the east. But if you are a true treasure seeker, there are a lot of new items in a Fractured version of Tatalian Abyss.

This is a pretty good time to explore Tatalian Abyss, especially if it was too tough earlier in the game. The incentive is really high considering this is a once-in-a-game opportunity to explore this area for unique treasures. If the area is still too challenging, just avoid the monsters and go for a speed run only collecting treasures. Even if you don't want to explore this area, you should stop briefly because there is a Peddler near the entrance that can restock your items.

When you are finally done exploring this dimension, return to Rusalle Highroad and go to the Dimensional Breach to find the spirit with long hair known as Chronos.

BOSS CHRONOS (FRACTURED)

Level	22–26
Iron Stance	100
HP	88644–100596
Weak	—
Strong	

Drop	Weird Fragment (100%) / Elixir (100%)
Steal	Hourglass (5%)

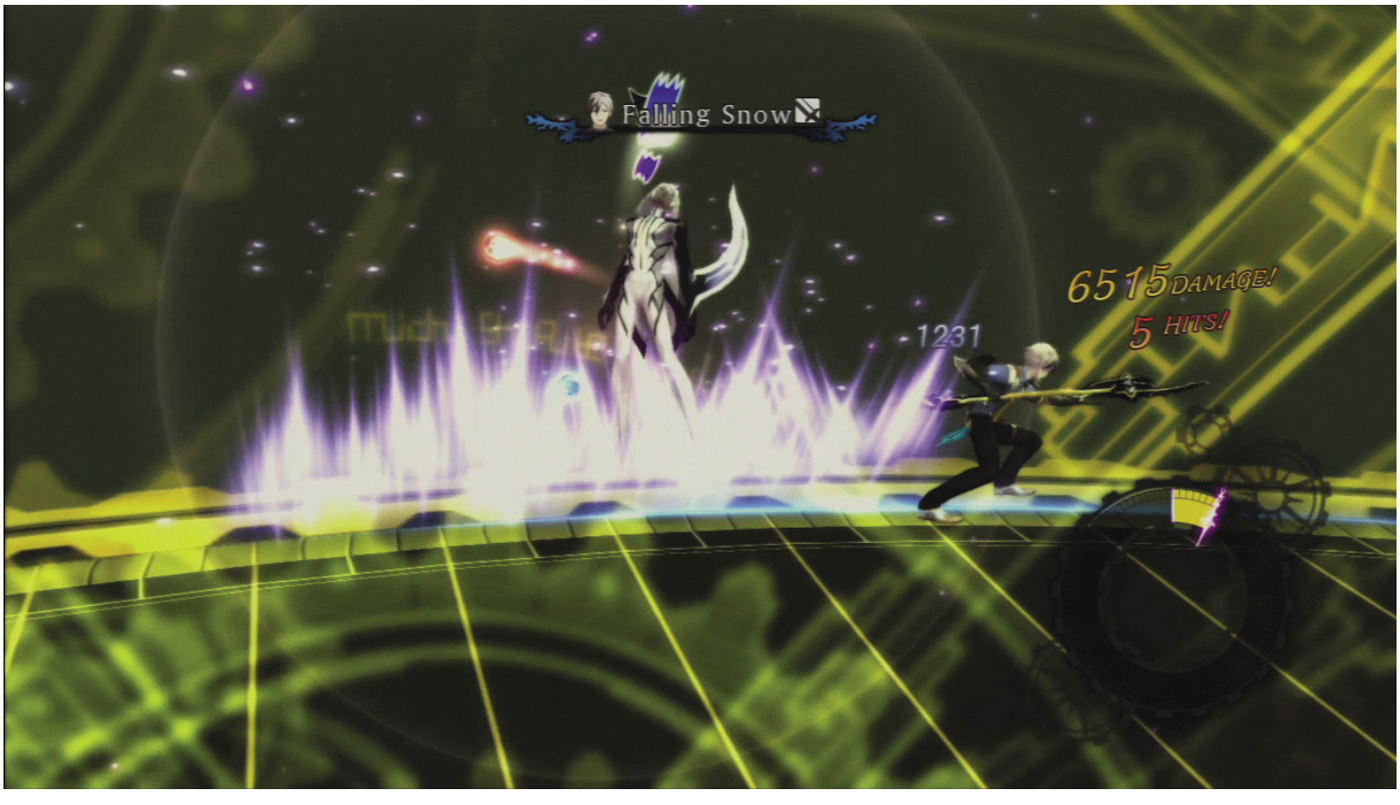
Note

The boss's weaknesses change depending on its state.

3 This boss floats in mid-air, unleashing powerful artes. At the battle's start, it has no weaknesses, so all you can do is link up with Alvin and attempt to break through its iron stance with your sledgehammer. Chronos deals a lot of damage with its attacks, and they can cause all sorts of ailments. Use the Panacea Bottle at the start of battle and lots of health items in battle or this fight will be over pretty quick.

The boss's Tetra Spell arte gives you a particularly long opening in which to strike. But even then, the boss will begin to counterattack after three or four hits, so fight defensively even when going on the offense. This is a very high-damage move that can wipe out your teammates if they are low on HP.

The boss uses the Trinity Bit arte to generate three bits. When all three are destroyed, the boss gains a new weakness to Slash, Strike, and Shot damage types. This is your chance to pull off weakness-exploiting combos and finish off the boss with Linked Artes.



When the boss is in Over Limit, run away until it runs out or transform and deal as much damage as you can.

The pocketwatch! Give it to me! (timed)

L1: **Hand over the pocketwatch.** (Julius affinity +500)

R1: **Refuse.**

Walkthrough

CHAPTER 7: Destroy the Fractured Dimension 4

Town

Milla's Shrine (Fractured)–Helioborg (Fractured)

Required Teammates	Ludger, Jude, Alvin, Leia
Inn Price	Free
Elemental ore	9–30
Enemies Level	22–26
Cats	--

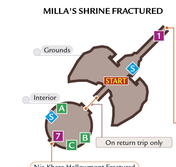
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Milla's Shrine (Fractured)–Nia Khera(Fractured) 4	Etc.	A Bit Forceful	Nia Khera (Fractured)	--	--	Jude, Alvin, Leia, Elle
Milla's Shrine (Fractured)–Nia Khera (Fractured) 4	Main	Rollo's Owner	Nia Khera Spiritway (Fractured)	Northeast Region	L1: Julius +500 R1: Elle +250	Ludger, Elle
Milla's Shrine (Fractured)–Nia Khera (Fractured) 4	Main	Reunion with Julius	Nia Khera Spiritway (Fractured)	Southwest Region	L1: Julius +500 R1: Bolley +250	Ludger

TREASURES

A	Chest	Long Coat ×1
B	Chest	Soda Rice (Small) ×1
C	Chest	Blessed Blade ×1
D	Chest	3000 gald
E	Chest	Hard Scale ×2
F	Chest	Mysterious Liquid ×1
G	Chest	Silver Ore ×2
H	Chest	Tofu Miso Soup (Small) ×1

A New Old Friend



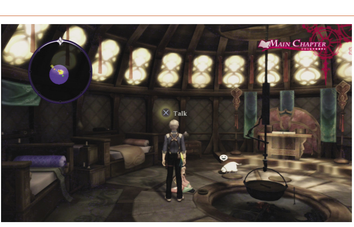
1 Leave Milla's Shrine and head towards Nia Khera Spiritway.

2 This Fractured version has many new items to collect, along with a Peddler selling basic goods and a save point. Travel east towards the Northeast Region. Before you can go to the new section, a group of Toadstool Goblins ambushes your party. They are weak to fire, light, and slashing attacks, which makes them easy prey for your dual blades and fireball artes. After the battle, Ludger has some trouble performing his transformation and an old friend stops by to help.

3 Leave the Northeast Region through the east exit and arrive at Nia Khera to reunite with the other members of your party, including your brother.

I'm taking that pocketwatch.

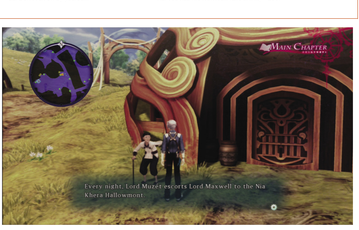
L1: **Not until you tell us what's going on, Julius!** R1: **Really? That's the first thing you say to me?**



4 Use the free inn at the Assembly Hall to restore your party and go to the southeast corner to enter the Residence. Talk to Elle who is waiting, along with Rollo, for a free meal. You encounter the catalyst for this dimension, Muzét.

You're late!

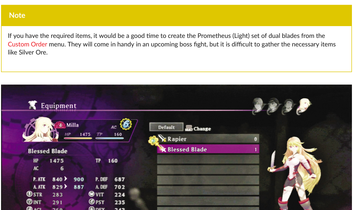
L1: **Don't run off by yourself!** R1: **You had me worried...** (Elle affinity +250)



5 The party splits up, and you need to find out where Muzét went to. Ask the villagers to get some clues and then leave towards Nia Khera Hallowmont through the exit to the west leading out to Nia Khera Spiritway.

Note

If you have the required items, it would be a good time to create the Prometheus (Light) set of dual blades from the Custom Order menu. They will come in handy in an upcoming boss fight, but it is difficult to gather the necessary items like Silver Ore.

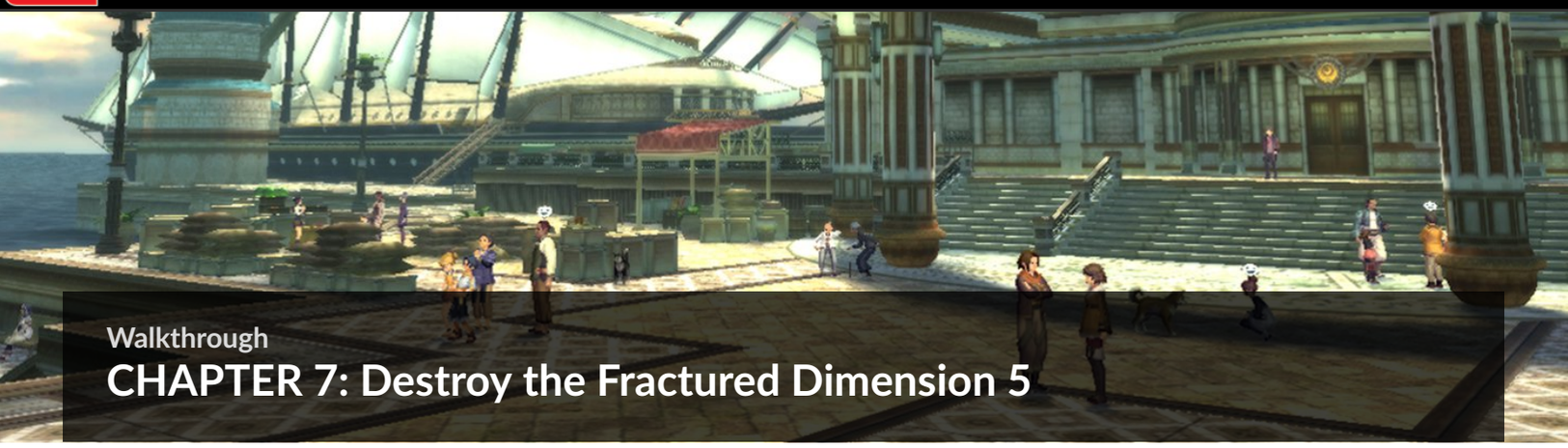


6 On the return trip back towards Milla's Shrine you encounter an old friend that triggers four decision options. There are no rewards for these choices, so feel free to respond how you like.

7 Go into the shrine and search for several items that will upgrade Milla's current weapon and armor. Check the tapestry in back of the altar to go to Nia Khera Hallowmont.

Note

When Milla joins your party, you need to assign her an extractor and set her skills.



Walkthrough

CHAPTER 7: Destroy the Fractured Dimension 5

Dungeon

Nia Khera Hallowmont (Fractured)

Required Teammates	Ludger Milla Alvin Leia
Inn Price	—
Elemental ore	9–30
Enemies Level	22–26
Cats	—

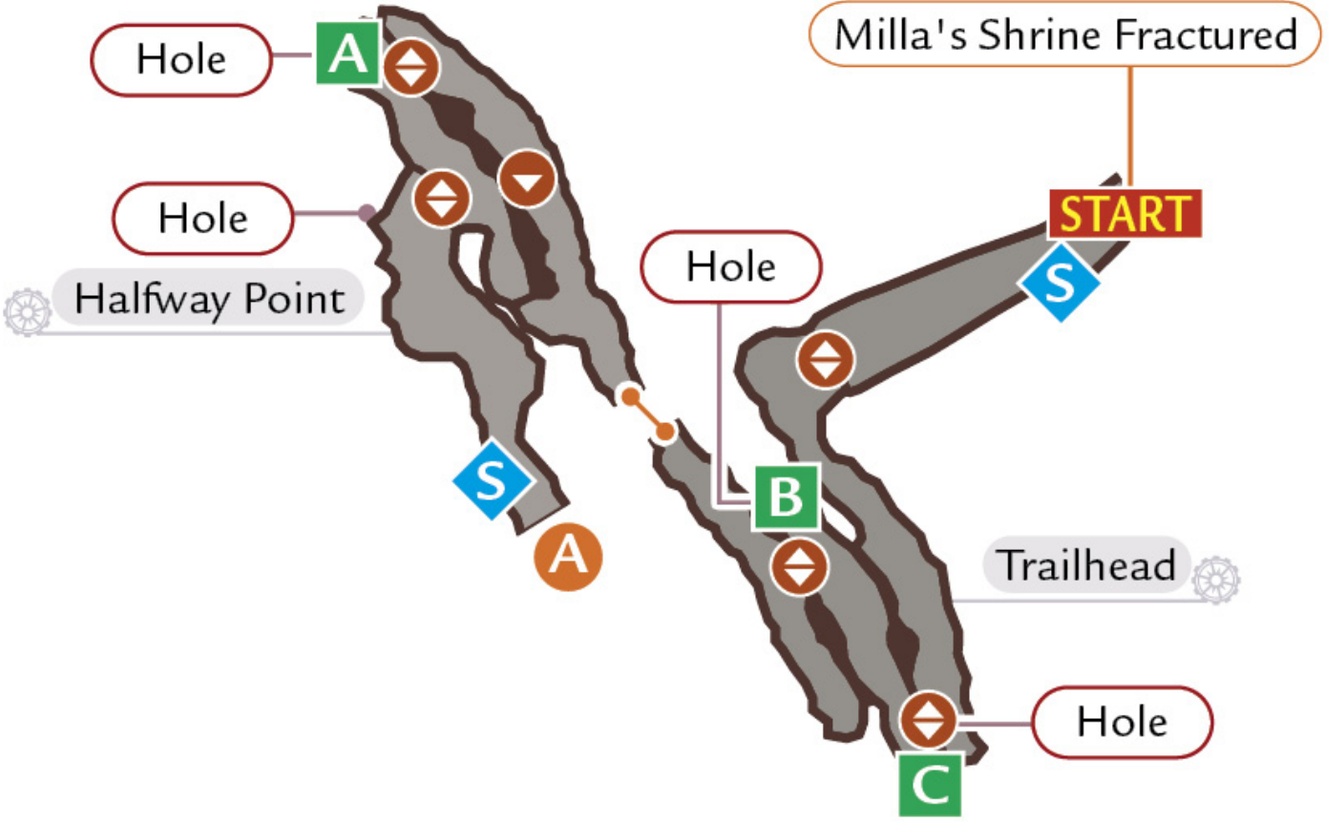
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Nia Khera Hallowmont (Fractured)	Main	Milla and Muzét: What Could Have Been	Nia Khera Hallowmont (Fractured)	Halfway Point	—	Alvin Milla Leia Elle

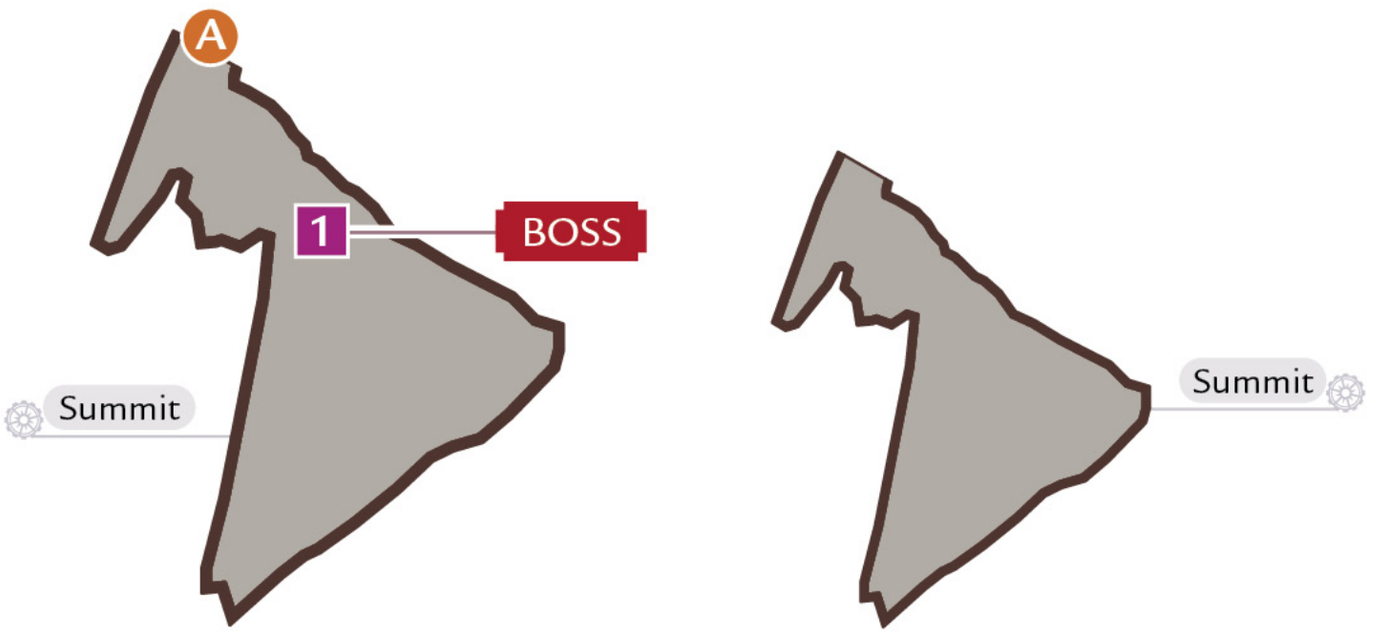
Nia Khera Hallowmont Fractured

TREASURES

A Chest	Garnet ×1
B Chest	Mabo Curry (Small) ×1
C Chest	4000 gald



Nia Khera Hallowmont



Confront the Catalyst

Once again, trek up the mountainside of Nia Khera Hallowmont to get to the peak. Remember that the enemies in this area are all weak to light artes. Still, try to avoid them as much as possible and save your resources for the boss at the top.

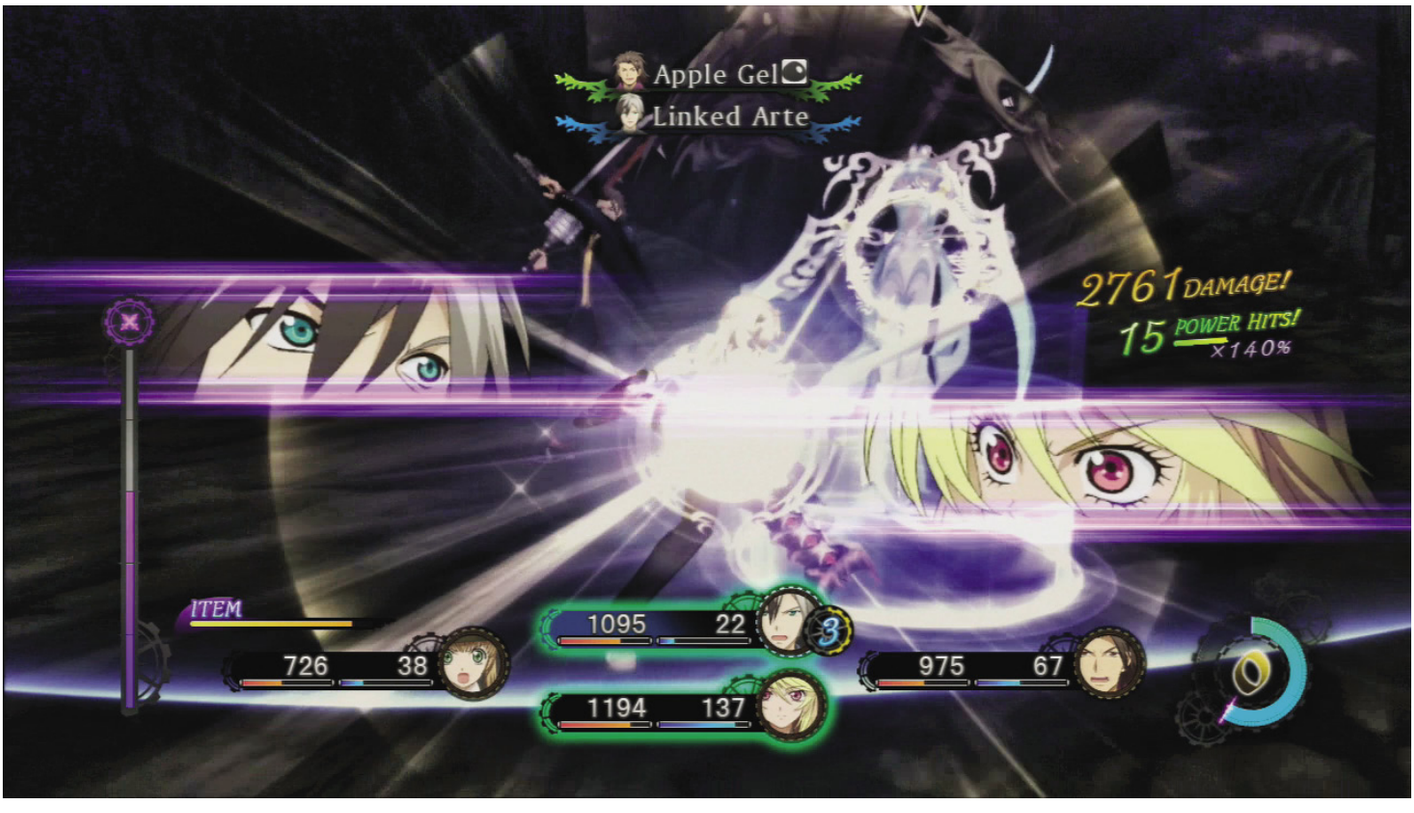
BOSS MUZÉT (CATALYST)

Level	24–28
Iron Stance	100
HP	85500–96300
Weak	
Strong	

Drop	Artes Sphere (100%)
Steal	Porange (10%)

1 You begin this battle with a full chromatus gauge. Use it to deal heavy damage. Once it refills, it can be used when Muzét goes into Over Limit when the red "!" appears over her head. During Over Limit, if she connects with Gravity Well, there's a chance she'll chain it into her Event Horizon mystic arte and deal heavy damage to the entire party, so evade it with free run or transform to cancel it.

Muzét attacks with her hair and magical artes. Keep your distance, striking when she uses an arte other than Flame Ring. When you deal heavy damage or use a weakness-exploiting combo, she'll teleport away—but don't follow her carelessly. Keep your guard up and wait patiently for another opening.



However, if you're linked with Milla, she will be able to bind Muzét, and you'll sometimes be able to attack without her teleporting away. Also, make sure to exploit Muzét's weakness to light attacks and, when she is weak, use a Linked Arte.

After losing about half her HP, Muzét will go into Over Limit mode and begin using different artes like Stun Blitz and Force Mine. Stun Blitz comes out quickly, making it hard to dodge and possibly causing the Stun ailment. Protect yourself with Stun Bracelet accessories. Force Mine generates four mines that cause dark earthquakes when touched. If you run around, there's a chance your linked partner will run into one, so sever your links and get away until the mines disappear or stay close to Muzét and guard her attacks. If she uses Force Mine or Gravity Well, don't go running around the battlefield; hold your ground using guard and Magic Guard, and wait for another chance to attack.

Do something?

L1: **Save Milla** (Milla affinity +250)

R1: **Kill Muzét**

Tell me what's going on!

L1: **I destroyed your world.**

R1:(I don't know how to tell her...)

2 After the battle, use the World Map to go to Nia Khera Spiritway and immediately exit to Nia Khera for a very uncomfortable reunion with the rest of your party as well as Ivar and Rideaux. The next decision is very important, not only to get a huge boost of affinity with Julius, but also to determine who the next boss battle will be with.

What'll you do?

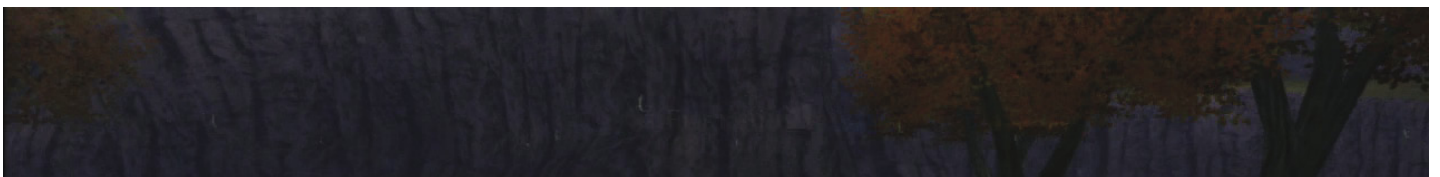
L1: **Follow Rideaux's orders and defeat Julius.** (Next boss is Julius)

R1: **Trust Julius.** (Julius affinity +500 and next boss is Rideaux)

BOSS JULIUS

Level	24–28
Iron Stance	0
HP	81510–91806
Weak	
Strong	

Drop	Specific (100%) / Spirit Symbol (100%)
Steal	Gummy Fishies (5%)

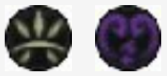


The boss circles behind or beside you and attacks with rapid combos of his dual blades or the same artes as Ludger.

Like the alternate-dimension version of him that you fought on the Stribog, Julius will enter counterattack mode after taking three to six hits, and use kicks to break through your guard. Use artes like Azure Edge or Lunar Reflection to launch weakness-exploiting combos he can't counterattack.

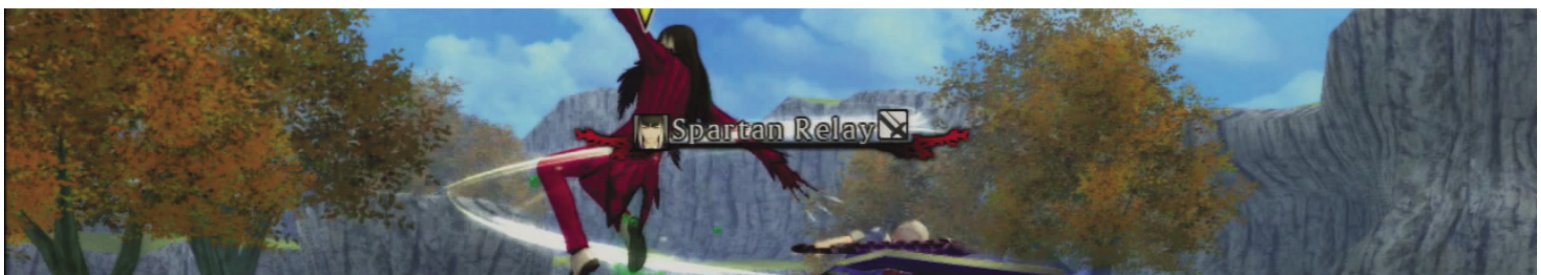
You can defeat him even more quickly if you link with Alvin to break through his guard. However, when Julius enters Over Limit, focus on running away until it's over.

BOSS RIDEAUX

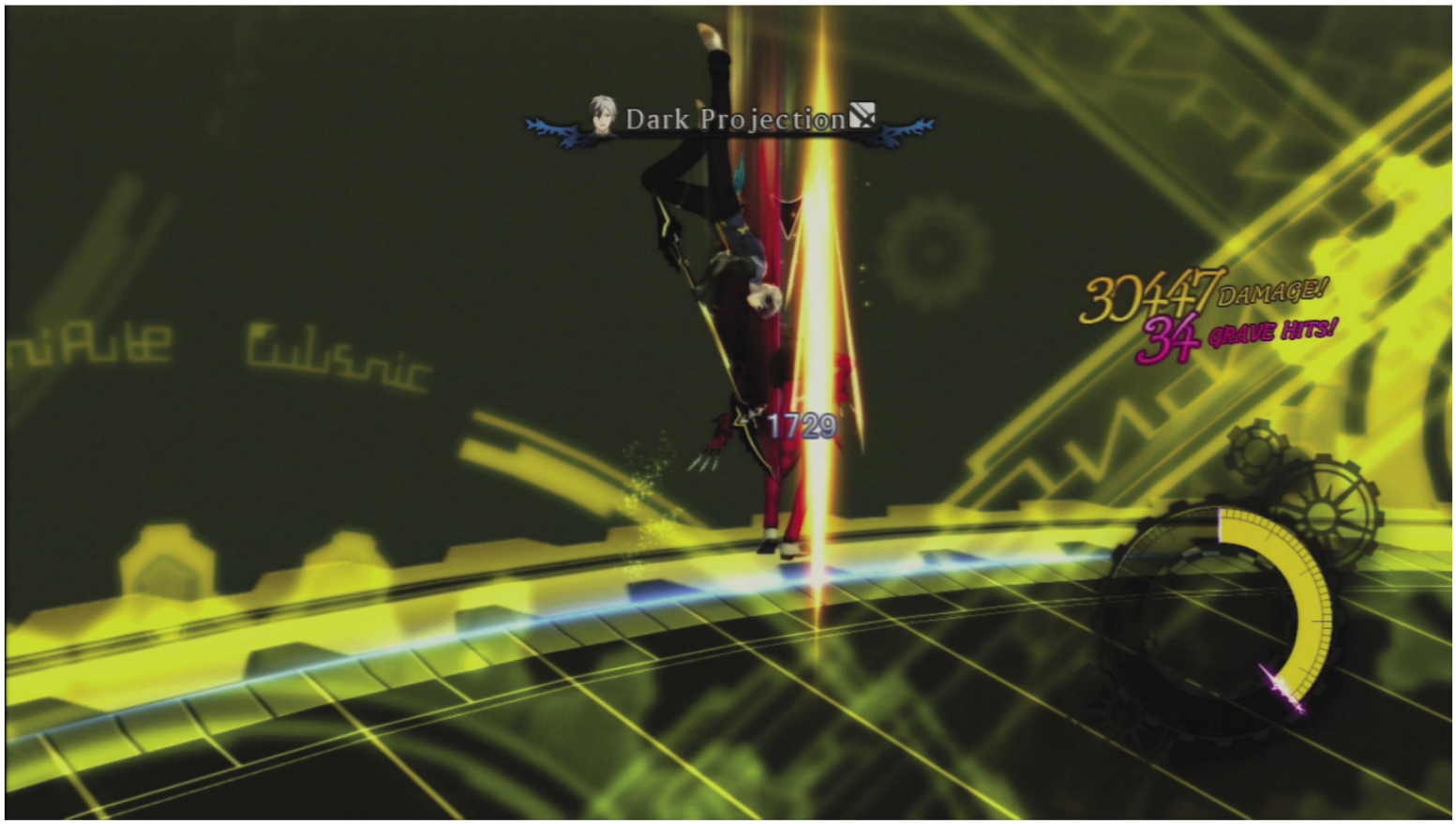
Level	24–28
Iron Stance	0
HP	78375–88275
Weak	
Strong	

Drop	Treat (100%) / Holy Symbol (100%)
Steal	Crude Stinger (10%)

Rideaux is weak to both light and dark, so either of the Prometheus dual blades can take advantage of his weakness. If you don't have the light or dark version of those blades, you can also fight from afar with guns using Zero Divide and Elize's Dark Gaze artes. Keep in mind Rideaux's claw-stretch attacks have a very long reach and can hit you even at gun range.



Rideaux's slashing-damage claw attacks can inflict Bleeding, cutting through your HP very quickly. If he enters a counterattack stance during close combat, quick-step away until you're out of range. If you are fighting him up close, look for his Spartan Relay spinning claw attack or his area effect ground maneuver Dark Punishment.



When Rideaux is reduced to half his HP he'll begin using the damaging wide-area attack Dancing Bayonet. If you hit him before he can use it, you can cancel it. But if he's in Over Limit mode, just keep your distance or transform.

Walkthrough

CHAPTER 8: A Song Echoes Through the Falls 1

Town

Aladhi Seahaven (3)

Required Teammates	Ludger Milla Elize
Inn Price	100 gald
Elemental ore	4–20
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Aladhi Seahaven (3)	Main	Milla's Sister	Anywhere	—	L1: None R1: Muzét +250	Ludger Milla Elize Muzét Elle

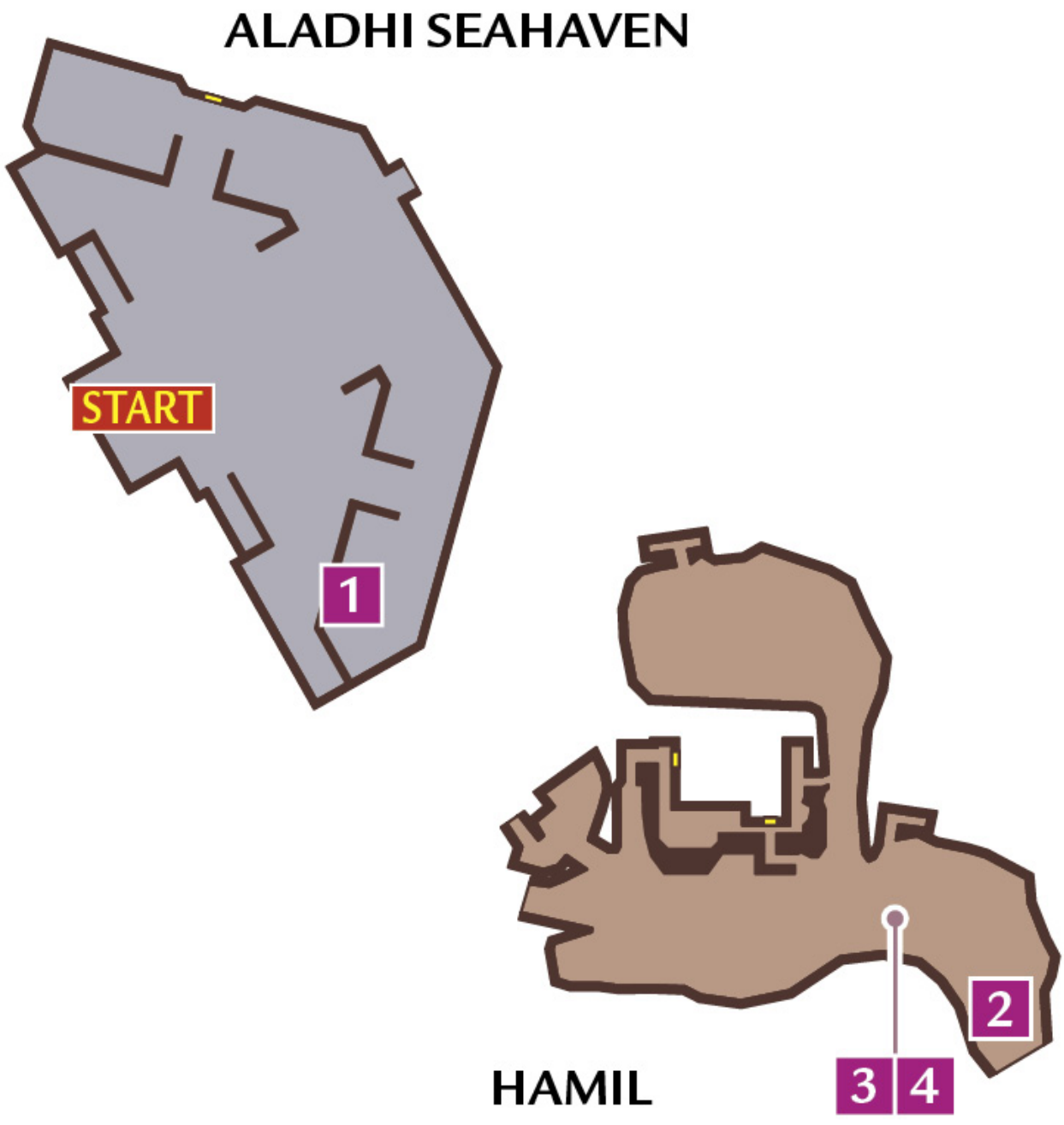
Note

After Interval 7–8, this will be Chapter 8 if you pursued Julius. However, this will become Chapter 9 if you sought out Gaius first. This is the shorter of the two chapters and has fewer new areas to explore.

Track Down Julius

1 Your "friend" Rideaux was put in charge of the squad locating Julius and you need to speak to him to find out what's going on. The party splits up in search of Julius and you are with Milla and Elize bound for Hamil.

2 3 4 Upon entering Hamil you encounter the real Muzét who will join your party. Elle puts it best: "One more weirdo is joining the crew, Rollo." Vera calls shortly after you enter the town with a lead on someone in a Fractured Dimension. Before using the World Map and entering the new dimension, equip Muzét with an extractor and the best gear you can afford.



Would it be an imposition to take me along?

L1: **I don't mind, but why?** (Muzét affinity +500)

R1: **Yes.**

Walkthrough

CHAPTER 9: Gaius Trial 1

Town

Trigleph (3)

Required Teammates	Ludger Milla Leia
Inn Price	300 gald
Elemental ore	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Call from Nova (7)	Anywhere	—	—	Ludger Elle

Note

After Interval 7-8, this will be Chapter 8 if you sought out Gaius first. However, if you pursued Julius initially, this stays as Chapter 9.

See What Gaius Wants

1 Word on the street is that Gaius is looking for you. Meet him at Trigleph—Technology Drive. Gaius wants to know if Ludger is really up to the task he has been given and requests to be taken into a Fractured Dimension to watch him in action.

Elympions are no different from us Reize Maxians.

L1: **Well, don't tell me you buy drinks with taxpayers' money?** (Leia affinity +300, Gaius affinity +400)

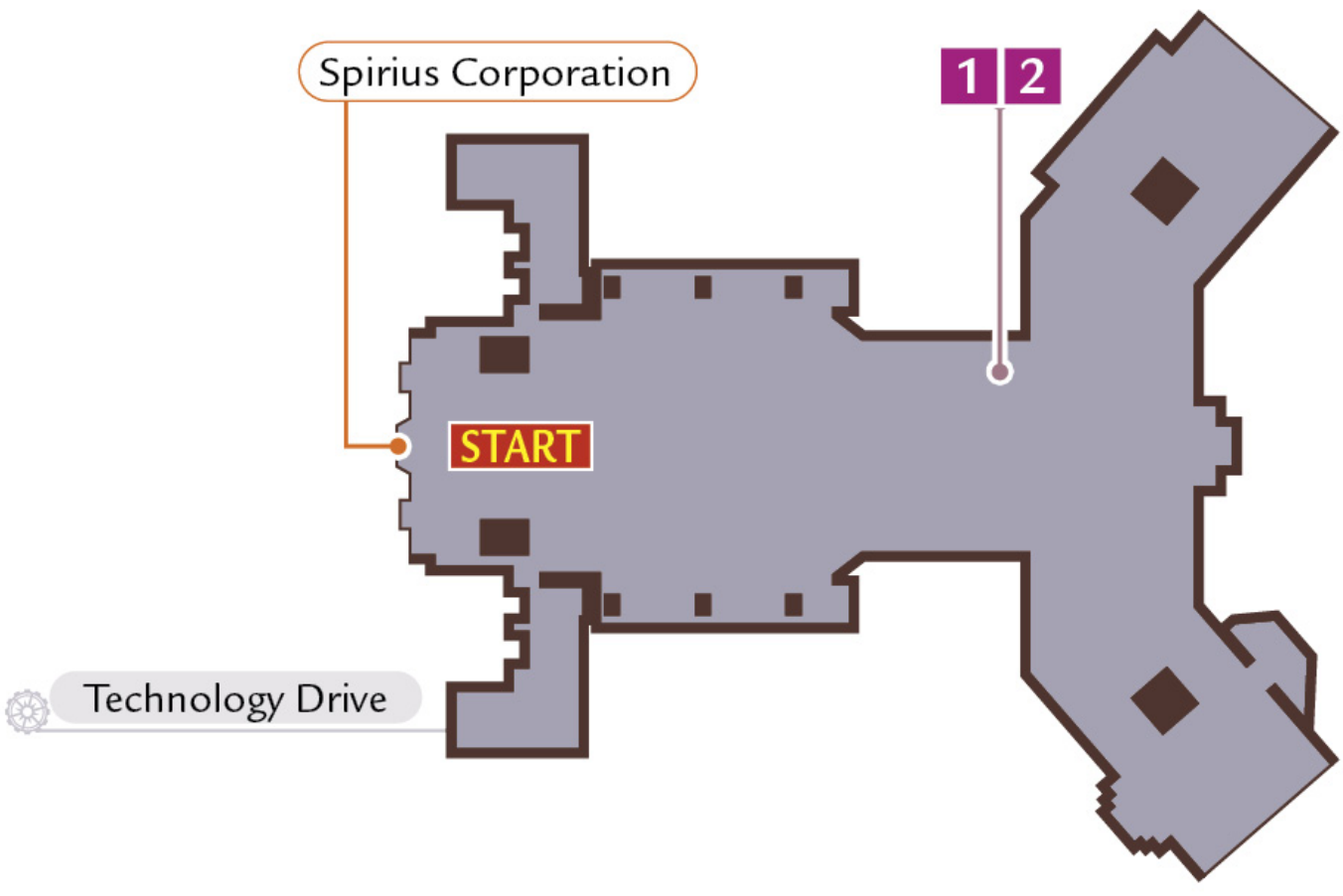
R1: **You said you wanted to speak with me?**

Are you truly worthy to bear the fate of the world on your shoulders?

L1: **None of your business.**

R1: **And if I'm not worthy?**

Trigleph



2 Bonus Scene: Leia (requires completion of Leia Episode 2)

Note

Before hopping into another dimension, check out the newest member of the party, Gaius. Make sure his equipment, skills, artes, and extractor are set up before jumping into combat.

Walkthrough

CHAPTER 9: Gaius Trial 2

Field

Mon Highlands (Fractured)

Required Teammates	Ludger, Milla, Leia, Gaius
Inn Price	—
Elemental ore	14–45
Enemies Level	29–70/51–70 (during or after Gaius Episode 2)
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Mon Highlands (Fractured)	Main	Ersten, Playboy Large	Mon Highlands (Fractured)	—	L1: None R1: Gaius +250	Ludger, Leia, Gaius, Milla, Elle
Mon Highlands (Fractured)	Etc.	Milla's Hair	Mon Highlands (Fractured)	—	L1: Milla +250 R1: Gaius +250	Ludger, Gaius, Milla, Elle

Enemies

Snowmelt Merfish

Type	
HP	3784
Weak	
Strong	

Snow Dragon

Type	
HP	14280
Weak	
Strong	

Armored Mountain Bandit

Type	
HP	3570
Weak	
Strong	

Snow Tortoise

Type	
HP	3784
Weak	
Strong	

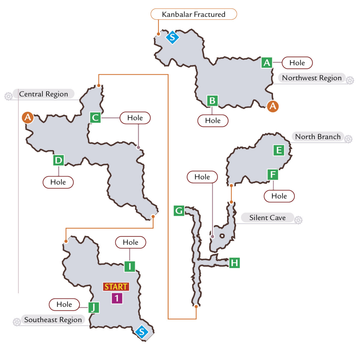
Mon Grunt

Type	
HP	3570
Weak	
Strong	

Mon Highlands Fractured

TREASURES

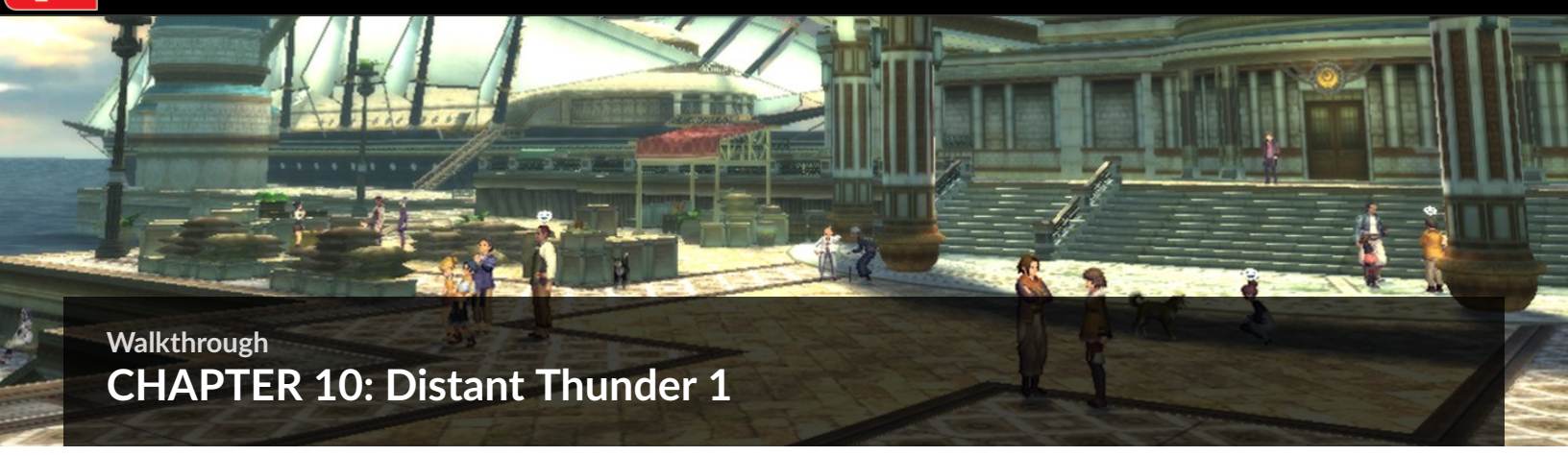
A Chest	Pineapple Gel ×2
B Chest	Hunting Beret ×1
C Chest	Chocolate Parfait (Small) ×1
D Chest	2800 gald
E Chest	Everbloom ×1
F Chest	Silver Helm ×1
G Chest	Aquamarine ×1
H Chest	7000 gald
I Chest	Splint Mail ×1
J Chest	Pure White Puffball ×1



Use Fire to Survive Chilling Monsters

1 Go to the World Map and enter the Fractured Dimension to be teleported to the snowy Mon Highlands. Remember that all the treasures in this dimension are a one-time-only opportunity, so pick up some great items while you make your way to Kanbalar in the Northwest Region.

Many of the attacks you'll face from Mon Highlands enemies, such as the Snowmelt Merfish's fin attack and the Snow Dragon's breath, are water-type attacks. The Snow Dragon's breath attack is especially powerful. When you see a dragon raise its head, side-step to dodge. Use accessories like Aqua Cape and Aquamarine to boost your resistance to water-type attacks, reducing the amount of damage you take as you battle these foes. On offense, you can use fire-type weapons like Zeus Crusher (Fire) and artes like Crimson Fury to dish out big damage.



Walkthrough

CHAPTER 10: Distant Thunder 1

Town

Drellin (2)—Drellin (Fractured)

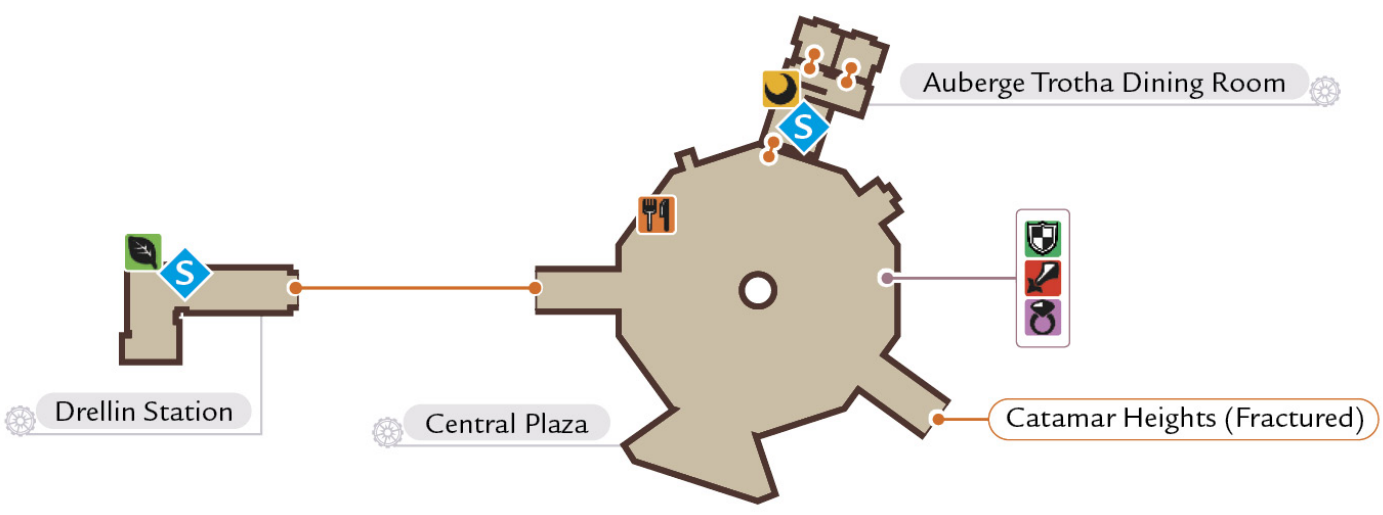
Required Teammates	Ludger Milla Leia Elize
Inn Price	650 gald
Elemental ore	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Drellin (2)—Drellin (Fractured)	Main	Elle's House	Anywhere	—	L1: Elize +250 R1: Elle +250	Ludger Elize Elle

Drellin

Drellin Fractured



Nova Needs a Hand

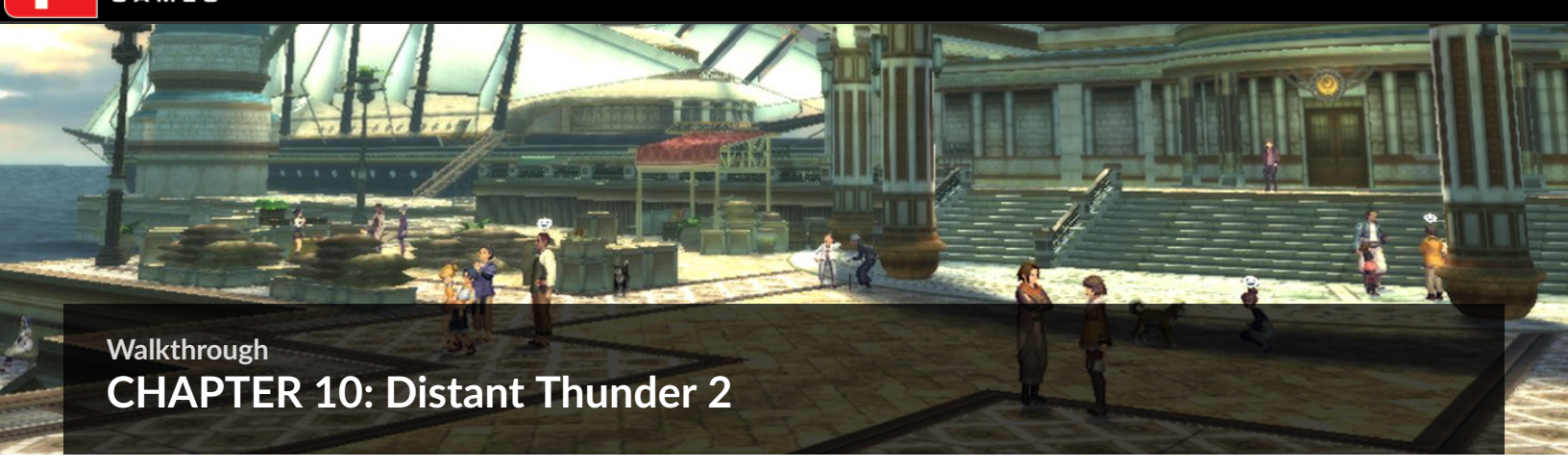
1 To start the chapter, head to Drellin and talk to Nova in Central Plaza. One of her clients is giving her a death glare, and she needs help dealing with them. Half the group will confront the tough customer while the "B Team" goes to check out the next Fractured Dimension.

Before you dash off on your mission in the Fractured Dimension, make sure to check out the local shops for new armor.

It really freaked me out!

L1: **Don't tell me you want my help with this?**

R1: **Isn't customer service your job?**



Walkthrough

CHAPTER 10: Distant Thunder 2

Field

Catamar Heights (Fractured)

Required Teammates	Ludger Milla Leia Elize
Inn Price	—
Elemental ore	14–45
Enemies Level	45–49
Cats	—

Enemies

Withered Treant

Type	
HP	8580/9840
Weak	
Strong	

Swamp Polwigle

Type	
HP	3989/4575
Weak	
Strong	

Western Wolf

Type	
HP	3989/4575
Weak	
Strong	

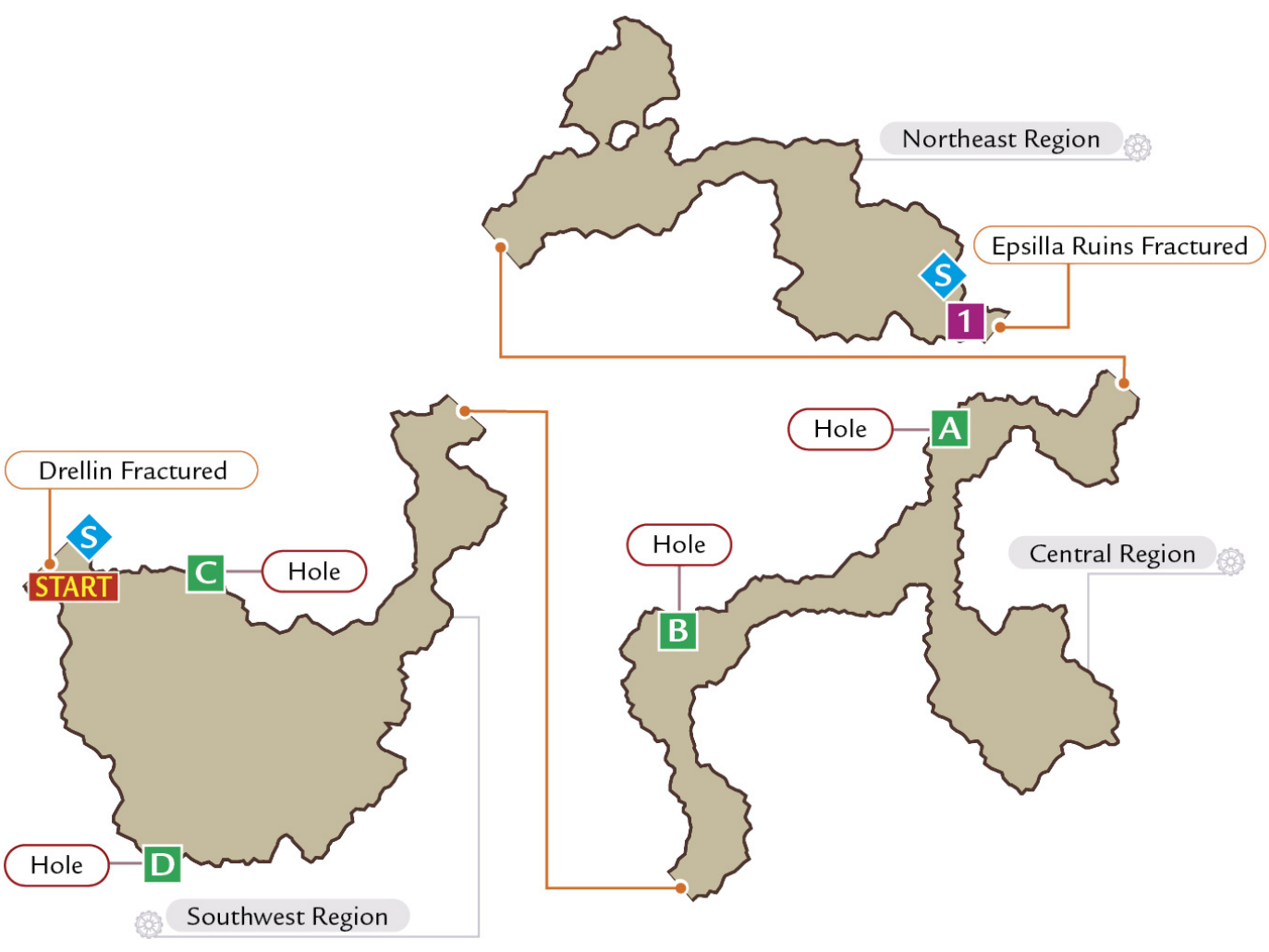
Striker Crab Man

Type	
HP	4547/5215
Weak	
Strong	

Catamar Heights Fractured

TREASURES

A	Chest	Meadow Crystal ×2
B	Chest	Beetle Leg ×3
C	Chest	Migrant Plume ×2
D	Chest	2100 gald



Use Blades for Slashing Damage

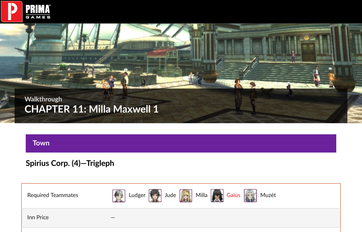
The enemies are the same as those in the prime dimension, but the treasures are all new. If you didn't visit this area in the previous interval, note that most of the monsters in Catamar Heights are weak to slashing damage. Milla is the only other party member that can deal Slash-type damage, so consider putting Elize or Leia on healing duty. Also, make sure you adjust your artes and weapons to avoid those with Fire-, Wind-, Light-, or Dark-type elemental properties, as you'll face foes resistant to each of those damage types.

1 Battle your way through the area as quickly as possible and head straight for the Epsilla Ruins.

Milla Maxwell. The other one sure has some good friends.

L1: **Do you want to meet the other Milla?** (Milla affinity +250)

R1: **Jealous?**



Walkthrough

CHAPTER 11: Milla Maxwell 1

Town

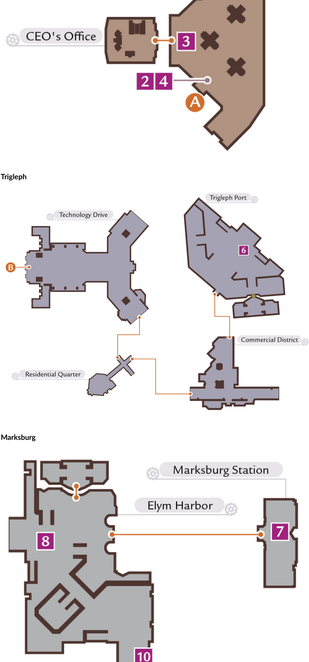
Spirius Corp. (4)—Trigleph

Required Teammates	Ludger, Jude, Milla, Gaius, Muzét
Inn Price	--
Elemental ore	--
Enemies Level	--
Cats	--

Skits

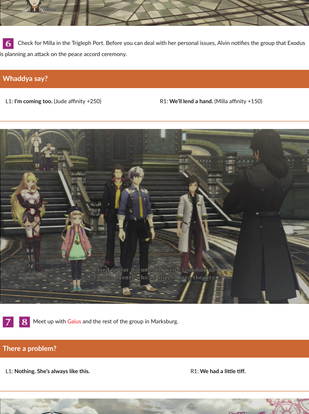
Start Time	Type	Name	Location	Condition	Choices	Required Members
Spirius Corporation (4)	Main	Milla's Secret	Anywhere	--	--	Ludger, Jude, Alvin, Elle

Spirius Corporation

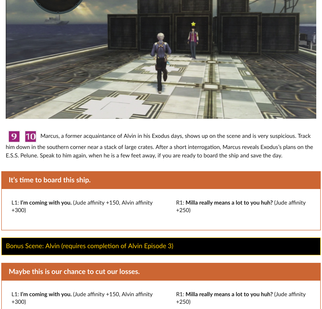


Trigleph

Marksburg



Dimensional Problems



1 To start the chapter, head to Spirius Corp. and talk to Vera in the lobby. Something is preventing your group from getting into the next Fractured Dimension and only one person has the answer.

2 - **5** As expected, go check in with the CEO on the 40th floor. Once you learn what is blocking your way into the Fractured Dimension, Milla will run off. Exit the CEO's Office, take the elevator to the first floor, and exit the building into Trigleph.

6 Check for Milla in the Trigleph Port. Before you can deal with her personal issues, Alvin notifies the group that Exodus is planning an attack on the peace accord ceremony.

Whaddya say?

L1: **I'm coming too.** (Jude affinity +250)

R1: **We'll lend a hand.** (Milla affinity +150)

7 **8** Meet up with Gaius and the rest of the group in Marksburg.

There a problem?

L1: **Nothing. She's always like this.**

R1: **We had a little tiff.**

9 **10** Marcus, a former acquaintance of Alvin in his Exodus days, shows up on the scene and is very suspicious. Track him down in the southern corner near a stack of large crates. After a short interrogation, Marcus reveals Exodus's plans on the E.S.S. Pelune. Speak to him again, when he is a few feet away, if you are ready to board the ship and save the day.

It's time to board this ship.

L1: **I'm coming with you.** (Jude affinity +150, Alvin affinity +300)

R1: **Milla really means a lot to you huh?** (Jude affinity +250)

Bonus Scene: Alvin (requires completion of Alvin Episode 3)

Maybe this is our chance to cut our losses.

L1: **I'm coming with you.** (Jude affinity +150, Alvin affinity +300)

R1: **Milla really means a lot to you huh?** (Jude affinity +250)

Dungeon

E.S.S. Peluna

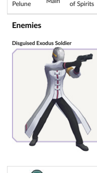
Required Teammates	Ludger, Jude, Milla, Alvin
Ice Price	–
Elemental ore	–
Enemies Level	30–34
Cats	–

Skits

Start Time	Type	Name	Location	Choices	Required Members
E.S.S. Peluna	Main	The Former Lord of Spirits	E.S.S. Peluna	Go to the Second Hall	L1: None R1: None	Ludger, Milla, Elle

Enemies

Disguised Exodus Soldier

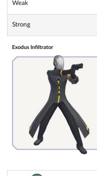


Type	
HP	5190
Weak	
Strong	

Armored Exodus Infiltrator

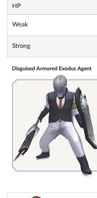
Type	
HP	5190
Weak	
Strong	

Exodus Infiltrator



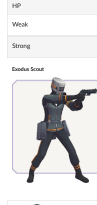
Type	
HP	5190
Weak	
Strong	

Disguised Armored Exodus Agent



Type	
HP	5190
Weak	
Strong	

Exodus Scout

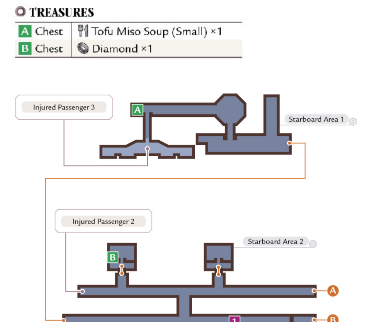


Type	
HP	5190
Weak	
Strong	

E.S.S. Peluna

TREASURES

A	Chest	Tofu Miso Soup (Small) ×1
B	Chest	Diamond ×1

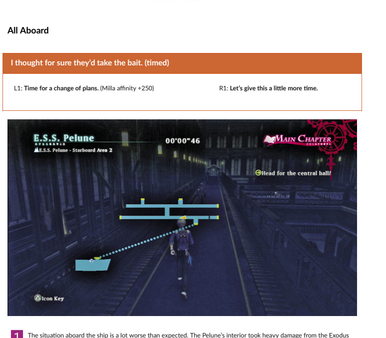


All Aboard

I thought for sure they'd take the bait. (timed)

L1: Time for a change of plans. (Milla affinity +250)

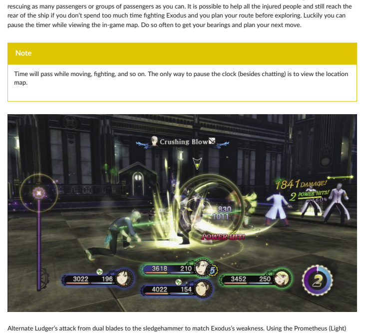
R1: Let's give this a little more time.



1 The situation aboard the ship is a bit worse than expected. The Peluna's interior took heavy damage from the Exodus attack and there are also numerous casualties. This is a timed-based rescue mission with 20 minutes to reach your goal while also rescuing as many passengers or groups of passengers as you can. It is possible to help all the injured people and still reach the rest of the ship if you don't spend too much time fighting Exodus. Luckily you can pause the timer while viewing the in-game map. Do so often to get your bearings and plan your next move.

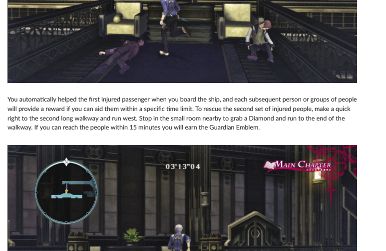
Note

Time will pass while moving, fighting, and so on. The only way to pause the clock (besides chatting) is to view the location map.

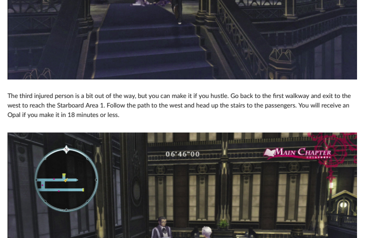


Alternate Ludger's attack from dual blades to the sledgehammer to match Exodus's weakness. Using the Prometheus (Light) and dual blades will be especially effective against the Disguised Exodus Soldier and Exodus Infiltrator. During these combat sessions the spirit is to wipe out Exodus as quickly as possible since the timer will keep running. Use artes to deal with the heavily armored Exodus agents to deplete their HP before they can use a Lemon Gel and prolong the battle.

You automatically helped the first injured passenger when you boarded the ship, and each subsequent person or groups of people will provide a reward if you can aid them within a specific time limit. Move right to the second long walkway and run east. Stop in the small room nearby to grab a Diamond and run to the end of the walkway. Remember the Port Area 1 room to warn the Guardian Emblem.



The third injured person is a bit out of the way, but you can make it if you hurry. Go back to the first walkway and exit to the west to reach the Starboard Area 1. Follow the path to the west and head up the stairs to the passengers. You will receive an Opal if you make it in 16 minutes or less.

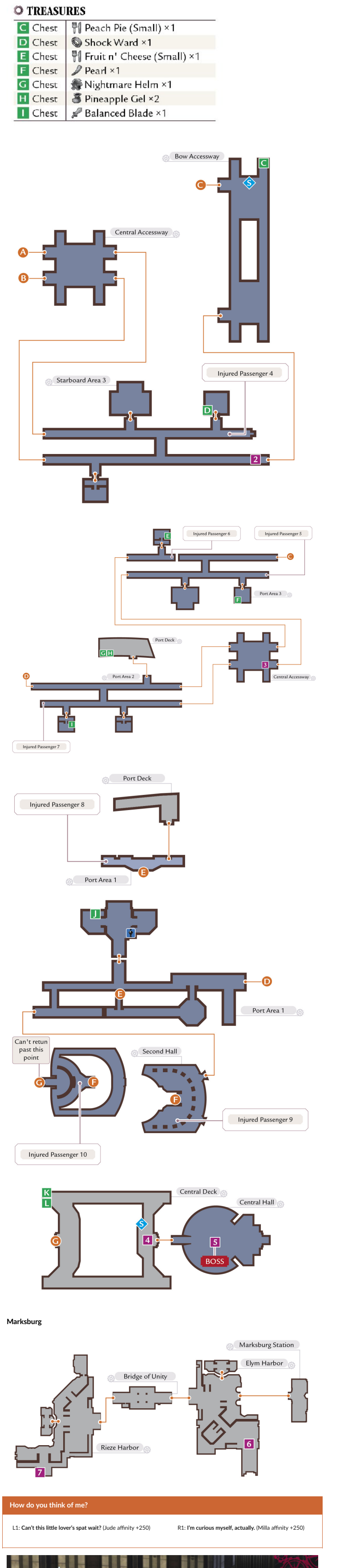


Backtrack all the way back to the first area, Starboard Area 2, and go through the exit at point A to the Central Accessway. Use the top exit to that room and dash through Starboard Area 3 to the end of the path to help the next group of passengers. If you make it to them within 20 minutes you will receive a Specific.

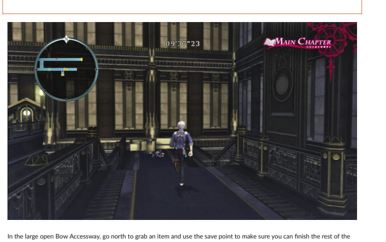
2 Backtrack a bit to access the adjacent walkway and continue east where you will have a brief chat with Milla.

TREASURES

C	Chest	Peach Pie (Small) ×1
D	Chest	Shock Ward ×1
E	Chest	Fruit n' Cheese (Small) ×1
F	Chest	Pearl ×1
G	Chest	Nightmare Helm ×1
H	Chest	Pineapple Gel ×2
I	Chest	Balanced Blade ×1



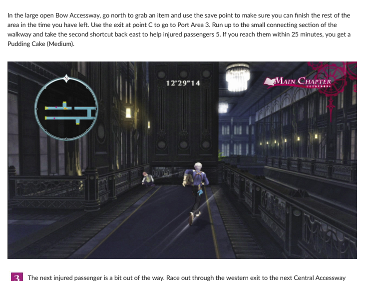
Marksburg



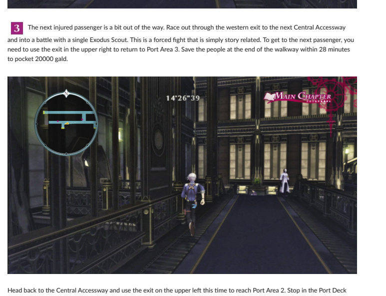
How do you think of me?

L1: Can't this little town's spot wait? (Jude affinity +250)

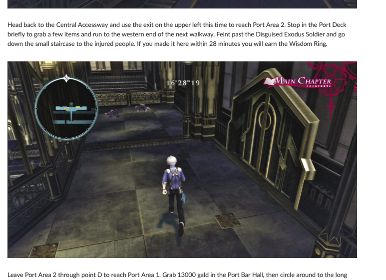
R1: I'm curious myself, actually. (Milla affinity +250)



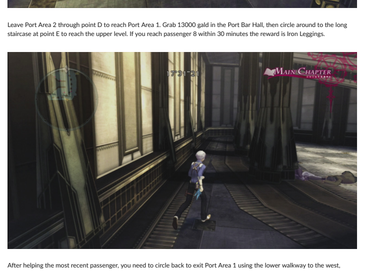
In the large open Bow Accessway, go north to grab an item and run the rest of the way to make sure you can finish the rest of the area in the time you have left. Use the exit at point C to go to Port Area 2. Run up to the small connecting section of the Port area to find the second Mystical Spirit within 21 minutes; you get a Pudding Cake (Medium).



3 The next injured passenger is a bit out of the way. Race north through the western exit to the next Central Accessway and a battle with a single Exodus Scout. This is a forced fight (and it's already clear). Go back to the Port Area 3 to grab the slot in the upper right to return to Port Area 2. Save the injured passengers at the end of the walkway within 24 minutes to pocket 20000 gald.

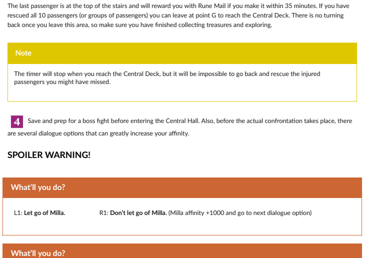


Head back to the Central Accessway and use the exit on the upper left this time to reach Port Area 2. Stop in the Port Deck briefly to grab a few items and run to the western end of the rest walkway. From past the Disguised Exodus Soldier and go down the ramp towards the end of the walkway within 28 minutes you will earn the Wisdom Ring.



Lower Port Area 2 through point D to reach Port Area 1. Grab 15000 gald in the Port Bar Hall, then circle around to the long staircase at point E to reach the upper level. If you reach passenger 9 within 30 minutes the treasure is item luggage.

After helping the most recent passenger, you need to circle back to Port Area 1 using the lower walkway to the west, which will take you to the Second Hall. Look to the south to find passenger 8 who will give you a Protect Fan if you reach him within 35 minutes.



The last passenger is at the top of the stairs and will reward you with an Elixir if you reach them within 35 minutes. The rescued all 10 passengers (or groups of passengers) you can head back once you leave this area, so make sure you've collected all treasures and leveled up.

Note

The timer will stop when you reach the Central Deck, but it will be impossible to go back and rescue the injured passengers you might have missed.

4 Save and prep for a boss fight before entering the Central Hall, then enter. Also, before the actual confrontation takes place, there are several dialogue options that can greatly increase your affinity.

SPOILER WARNING!

What'll you do?

L1: Let go of Milla. (Milla affinity +1000 and go to next dialogue option)

R1: Don't let go of Milla. (Milla affinity +1000)

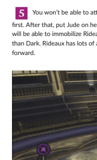
What'll you do?

L1: Hang in there! Elle needs you! (Milla affinity +1000)

R1: Let go of Milla.

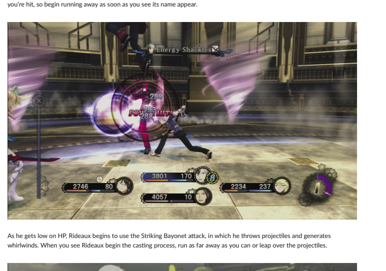
Bonus Scene: Milla (chose L1 and complete Milla Episode 2)

Boss Rideaux

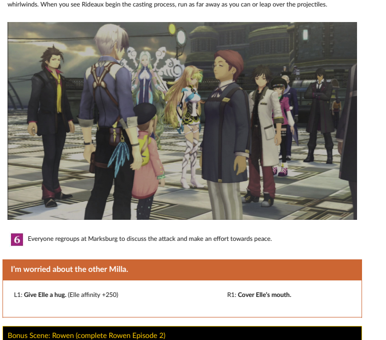


Level	52–56
Item Bonus	100
HP	215337–229773
Weak	
Strong	
Drop	Blood Wand (100%)/Lumerite (100%)
Steal	

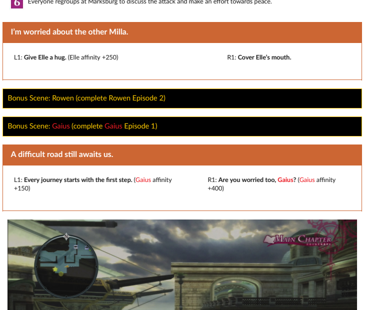
Attack the Spirius Agents First



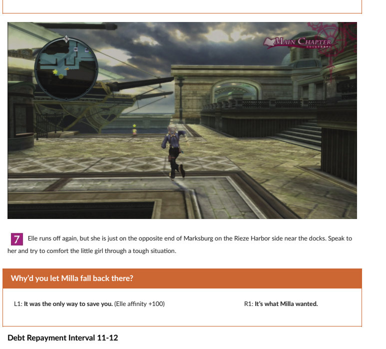
5 You won't be able to attack Rideaux effectively with the Spirius Agents interfering, so make it a point to defeat them first. After that, put Jude on healing duty—his strike-type attacks can't effectively damage Rideaux—and link with Milla, who will be able to immobilize Rideaux. Make sure Ludger is equipped with dual blades that have an elemental damage type other than Dark. Rideaux has lots of attacks that deal damage to targets in front of him, so begin blocking whenever you see him bend forward.



Rideaux's Dancing Bayonet throws projectiles all around himself. This attack is unblockable and you'll be knocked down if you're hit, so begin moving away as soon as you see it appear.



As he gets low on HP, Rideaux begins to use his Striking Bayonet attack, in which he throws projectiles and generates whirlwinds. When you see Rideaux begin the casting process, run or keep your line to keep near the projectiles.



6 Everyone regroups at Marksburg to discuss the attack and make an effort towards peace.

I'm worried about the other Milla.

L1: Give Elle a hug. (Elle affinity +250)

R1: Cover Elle's mouth.

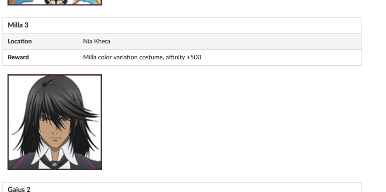
Bonus Scene: Rowen (complete Rowen Episode 2)

Bonus Scene: Gaius (complete Gaius Episode 1)

A difficult road still awaits us.

L1: Every journey starts with the first step. (Gaius affinity +100)

R1: Are you worried too, Gaius? (Gaius affinity +400)



7 Elle runs off again, but she is just on the opposite end of Marksburg on the Rieze Harbor side near the docks. Speak to her and try to comfort the little girl through a tough situation.

Who'd you bet Milla fall back there?

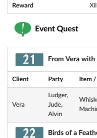
L1: It was the only way to save you. (Elle affinity +300)

R1: It's what Milla wanted.

Debt Repayment Interval 11-12

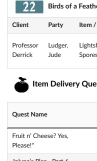
Payment required	200000 gald

Character Episodes



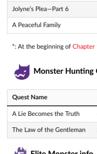
Milla 3

Location	Nia Khera
Reward	Milla color variation costume, affinity +1000



Gaius 2

Location	Trigleph
Reward	Xillia Outfit 1 and Xillia Haircut 1, affinity +500



Rowen 3

Location	Xian Du
Reward	Xillia Outfit 2, Rowen's Milk, affinity +750

Event Quest

21 From Vera with Sympathy

Client	Party	Item/Task	Location	Description	Reward
Vera	Ludger, Jude, Alvin	Whiskey "Ex Machina"	Marksburg →Bridge of Unity	Sorry to ask, but could you deliver some Ex Machina Whiskey to Marcus in Marksburg please?	7000 gald, 2240 Points, Ten Gallon Hat

22 Birds of a Feather

Client	Party	Item/Task	Location	Description	Reward
Professor Derrick	Ludger, Jude	Lightshroom Spores ×5	Leronde→ Mathis Clinic	Bring some Lightshroom Spores from Viruile Wise to my clinic in Leronde so I can make medicine.	7200 gald, 2304 Points, School Uniform (Jude)

Item Delivery Quests

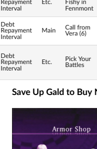
Quest Name	Required Title	Item	Location	Rewards
Fruit n' Cheese? Yes, Please!	Bronze Seal	Fruit n' Cheese (Small)	Marksburg	800 gald, 100 Points, Sealed Innocence
Jolene's Place—Part 6	Bronze Badge	Napple	Hamil	800 gald, 100 Points, Tiara
A Peaceful Family	Silver Seal	Model Windmill	Sharilton	800 gald, 100 Points, Doofris

At the beginning of Chapter 11.

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
A Lie Becomes the Truth	Bronze Seal	Snow Dragon	Mon Highlands	800 gald, 100 Points, Mega Glacier
The Law of the Gentleman	Silver Seal	Gentleman	Kugul Floodmeadow	800 gald, 100 Points, Mirage Cloak

Elite Monster Info



Touch of Death: Goddess Touch

Client	Location	Rewards
Spirius Corp.	Nia Khera Hallowmoor	103000 gald, 31500 Points

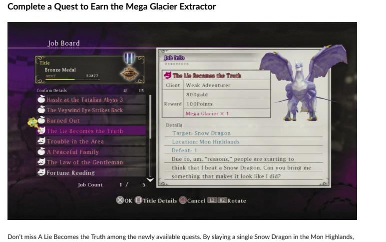
COLD-BLOODED BEAST: HYDRO BLADE!

Client	Location	Rewards
Spirius Corp.	Kukhar Ice Caverns	103000 gald, 31500 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Milla's Life	Marksburg	Before debt repayment	L1: Milla +250 R1: None	Ludger, Jude, Milla, Rowen
Debt Repayment Interval	Etc.	Elize's Song	Hamil	–	L1: None R1: Elize +250	Ludger, Alvin, Elize, Muzét
Debt Repayment Interval	Etc.	The King and The Pair	Trigleph	–	–	Ludger, Milla, Gaius, Elle
Debt Repayment Interval	Etc.	Something's Fishy in Fennmont	Fennmont	–	–	Jude, Milla, Alvin, Muzét
Debt Repayment Interval	Etc.	Cat Hour Pranksters	Anywhere	After debt repayment	–	Ludger, Elle
Debt Repayment Interval	Etc.	Pick Your Battles	Anywhere	After debt repayment	–	Ludger, Milla, Leia, Muzét, Gaius

Save Up Gold to Buy New Gear for Jude, Milla, and Rowen

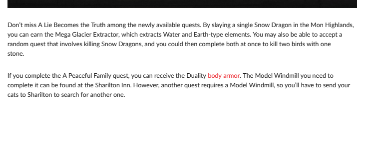


An extremely powerful boss awaits you in the next chapter, and the battle will pit you against three comrades who will be facing it with Ludger: Jude, Milla, and Rowen. New gear, including Gothic Helms and Mythril Cloaks, are available, and several of them have elements that will be effective in raising those three characters. Be able to pick them all up. Look for gear at the Harbor.

Note

The Glacier needed for crafting can be acquired via Cat Dispatches to Helioborg Research Station, among other areas.

Complete a Quest to Earn the Mega Glacier Extractor



Don't miss A Lie Becomes the Truth among the newly available quests, as you can earn the Mega Glacier Extractor, which retrieves Water tones more efficiently. Snow Dragons, a single one found in the Mon Highlands, and there are several snow sites that involve killing Snow Dragons, and you could be the first to clear it. Beware the Quality body armor. The Model Windmill you need for another quest requires a Model Windmill, so if you're looking to get it, you can go to Sharilton to search for another one.

Walkthrough

CHAPTER 12: Elle and I 1

Town

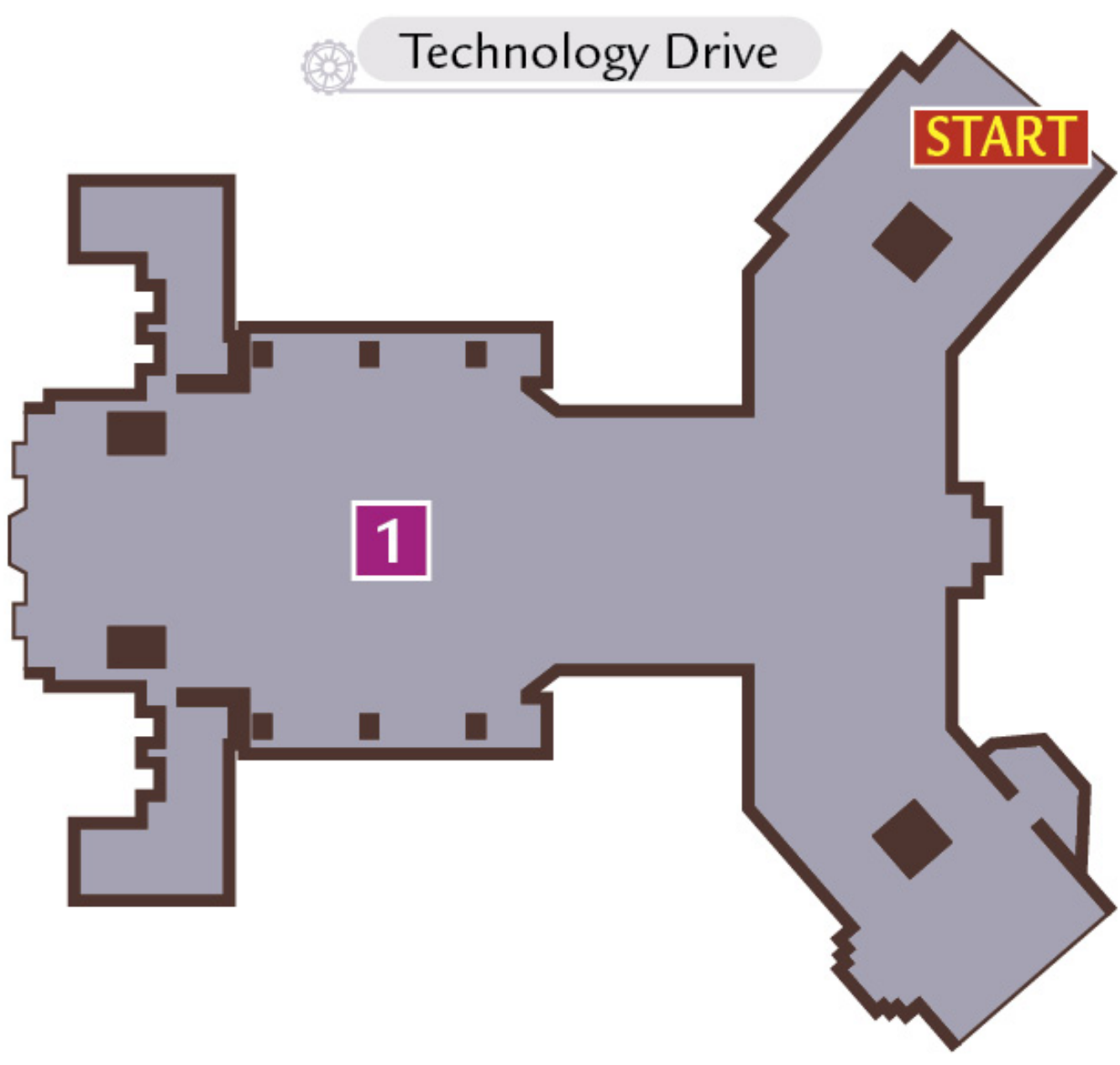
Trigleph (4)—Sharilton (Fractured)

Required Teammates	Ludger Jude Milla Rowen
Inn Price	150 gald
Elemental ore	—
Cats	—

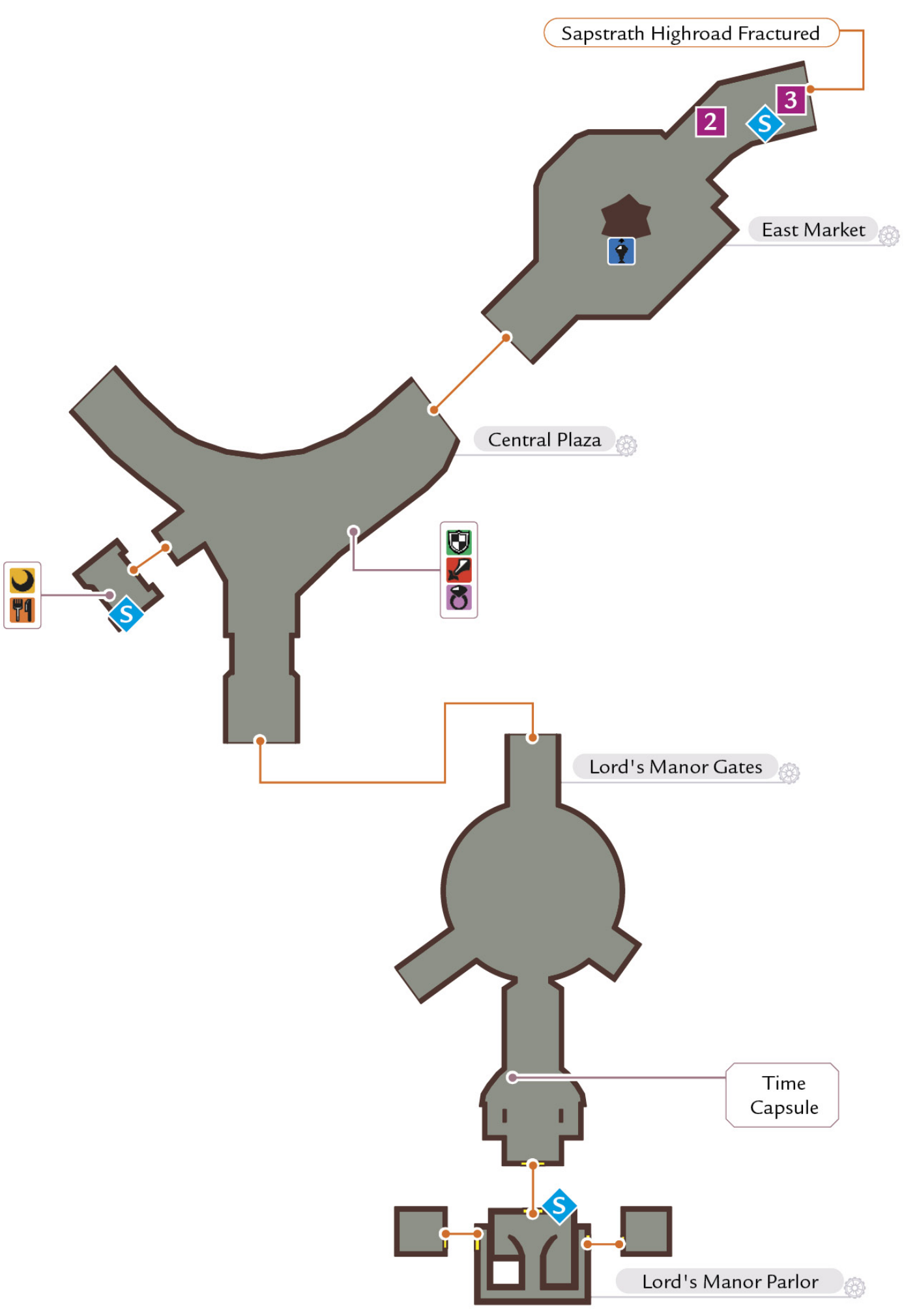
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Trigleph (4)-Sharilton (Fractured)	Main	Lady Driselle	Sharilton (Fractured)	Go to East Market	L1: Rowen +250 R1: None	Ludger Milla Rowen Elle

Trigleph



Sharilton Fractured



Search for the Final Waymarker

1 To start the chapter, head for Trigleph—Technology Drive to meet with Bisley. The last Waymarker is within your reach, but of course that means another trip into a Fractured Dimension.

2 When you enter the Fractured Dimension, you appear in Sharilton. Check the accessory shops for Black Onyx, which gives a big HP boost, and speak to some of the townsfolk to find out more about this world. If you completed Rowen Episode 2, Elle will remind you about the time capsule items you buried—it is a good idea to check it out in this dimension. Refer to the map to find its location. When you examine the time capsule, you have the option to dig up all of the items or just the ones for your current party. If you dig up all of them you won't gain any affinity, but you receive the valuable Hallowed Doll that is literally a life saver!

Note

Ludger's item is dependent on the what he chose in Rowen Episode 2.

Bonus Scene: Rowen (completed Rowen Episode 2)

Should we dig them up?

L1: **Just Elle's, Rowen's, and mine.** (Rowen and Elize affinity +300, Elle affinity +250)

R1: **Let's dig them all up.**

L1 Choice

Affinity Boost: Elle affinity +250, Rowen affinity +300, Elize affinity +300

Items: Dread Needle, Spirius Fangs (dual blades)

R1 Choice

Items: Dread Needle, Spirius Fangs (dual blades), Pink Emerald, Dull Colored Gemstone, Hallowed Doll

3 After your rewarding excursion, go back to the East Market and enter Sapstrath Highroad.

Walkthrough

CHAPTER 12: Elle and I 2

Field

Sapstrath Highroad (Fractured)

Required Teammates	Ludger Jude Milla Rowen
Iron Price	--
Elemental ore	14–45
Enemies Level	54–58/70–74 (during or after Elize Episode 4)
Cats	--

Enemies

Arrow Bee

Type	
HP	5161/6500
Weak	
Strong	

Filfolia

Type	
HP	5550/6990
Weak	
Strong	

Hawk

Type	
HP	5161/6500
Weak	
Strong	

Grass Ribbit

Type	
HP	5161/6500
Weak	
Strong	

Boar

Type	
HP	8325/10485
Weak	
Strong	

Sapstrath Highroad Fractured

TREASURES

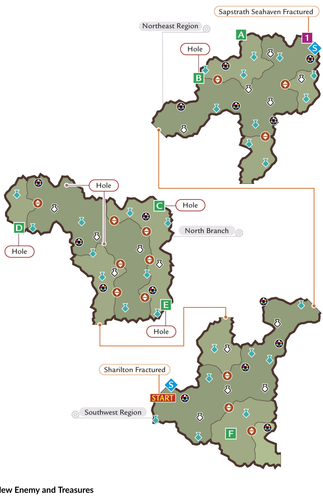
A	Chest	Chimera's Mane ×1
B	Chest	Monster Fluid ×1
C	Chest	9600 gald
D	Chest	Venomous Stinger ×2
E	Chest	Rare Metal ×2
F	Chest	12600 gald

RANDOM ITEMS *

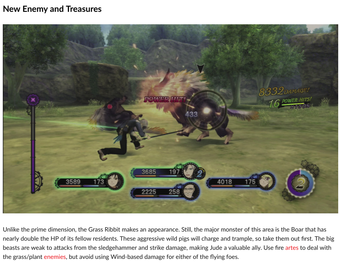
Loot Bag

200 gald	14%
400 gald	14%
100 gald	12%
800 gald	10%
Tomato Omelette (Small) ×1	10%
Kitty Krisps ×1	8%
Lose Stick ×1	8%
Bee's Nest ×1	8%
Fruit n' Cheese (Small) ×1	8%
Yakisoba Noodles (Small) ×1	8%

* Gathering Points are the same as prime dimension



New Enemy and Treasures



Unlike the prime dimension, the Grass Ribbit makes an appearance. Still, the major monster of this area is the Boar that has nearly double the HP of its fellow residents. These aggressive wild pigs will charge and trample, so take them out first. The big beasts are weak to attacks from the sledgehammer and strike damage, making Jude a valuable ally. Use fire artes to deal with the grass/plant enemies, but avoid using Wind-based damage for either of the flying foes.

1 Make sure to collect the new treasures as you explore the area and you can collect over 20000 gald as well. When you are done looting the area, go northeast to leave for Sapstrath Seahaven.

Walkthrough

CHAPTER 12: Elle and I 3

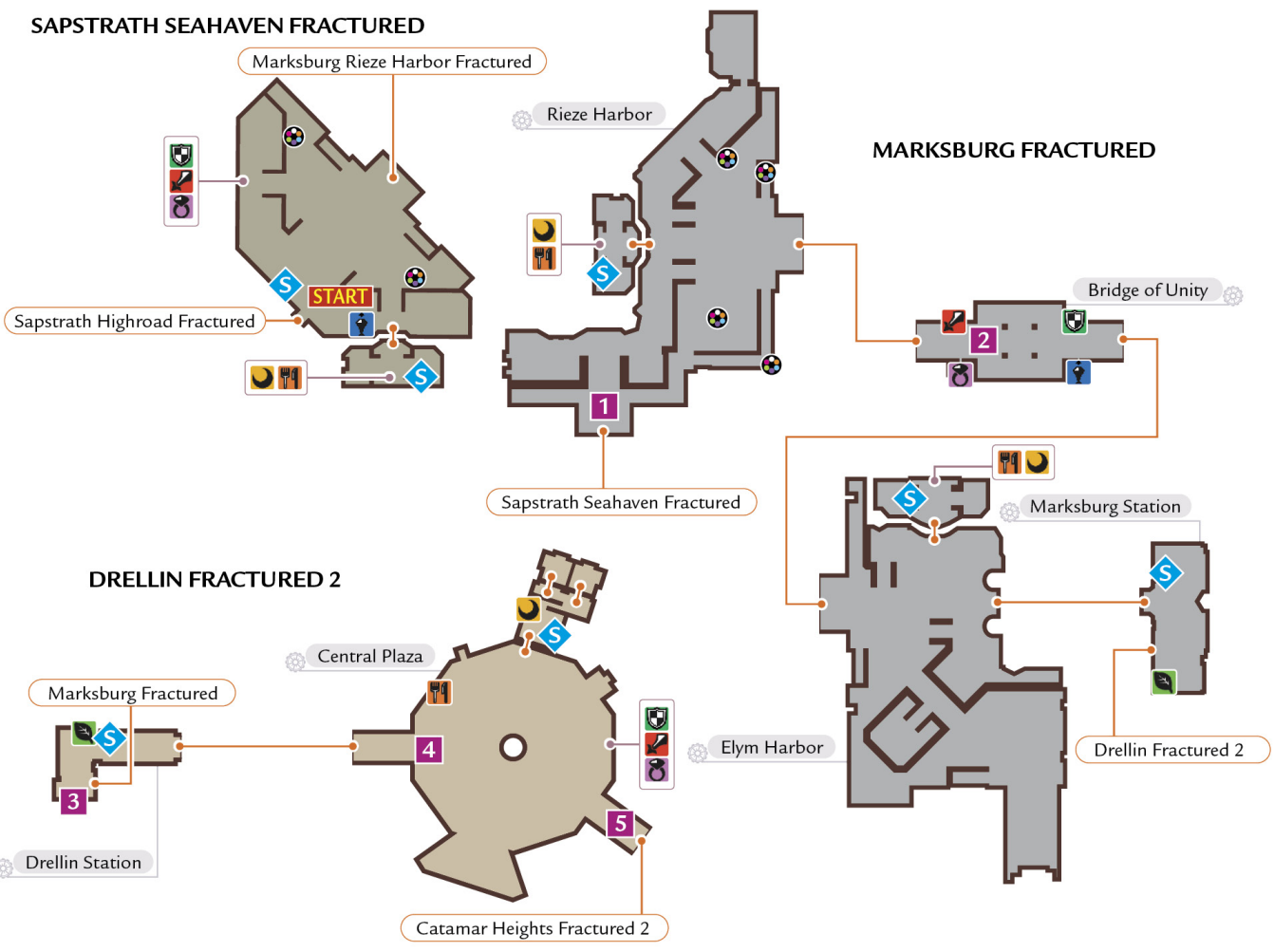
Town

Sapstrath Seahaven (Fractured)-Drellin (Fractured 2)

Required Teammates	Ludger Jude Milla Rowen
Inn Price	150 gald
Elemental ore	14–60
Enemies Level	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Sapstrath Seheaven (Fractured)-Drellin (Fractured 2)	Main	Idealism and Reality	Marksburg (Fractured)	Go to Elym Harbor	L1: None R1: Jude +250	Ludger Jude Milla Elle



Travel by Ship and Train

1 In Sapstrath Seahaven go to the port and sail for Marksburg—Rieze Harbor.

2 Go to the Elympios side of Marksburg using the Bridge of Unity and you will encounter a new creature that is especially interesting to Jude.

What a cute little glowy dog thing!

L1: **Poke it.**

R1: **Pet it.**

3 Use the ticket machine at the station to catch the next train to Drellin Station. However, before you leave, make sure to stock up on items for the upcoming boss fight. In particular you will want as many Panacea Bottles, Syrup Bottles, and Lemon Gels as you can afford. You should also check that your team has the best gear you can afford.

4 5 Upon arriving at Drellin, Jude and Milla will reminisce. Make a hasty exit to Catamar Heights to scour that area on your way to the mysterious lake.

Jude and Milla

L1: **You two really get each other, huh?** (Jude affinity +150)

R1: **Milla seems happy about your success, too.** (Milla affinity +150)

Walkthrough

CHAPTER 12: Elle and I 4

Field

Catamar Heights (Fractured 2)

Required Teammates	Ludger, Jude, Milla, Rowen
Inn Price	–
Elemental ore	14–45
Enemies Level	55–59
Cats	–

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Catamar Heights (Fractured 2)	Main	Daddy Makes the Best Food	Catamar Heights (Fractured)	–	–	Ludger, Jude, Milla, Rowen, Elle

Enemies

Neighbor Hawk

Type	
HP	5245
Weak	
Strong	

Hill Boar

Type	
HP	8460
Weak	
Strong	–

Hill Shade

Type	
HP	5640
Weak	
Strong	–

Red Rock Tortoise

Type	
HP	5978
Weak	
Strong	

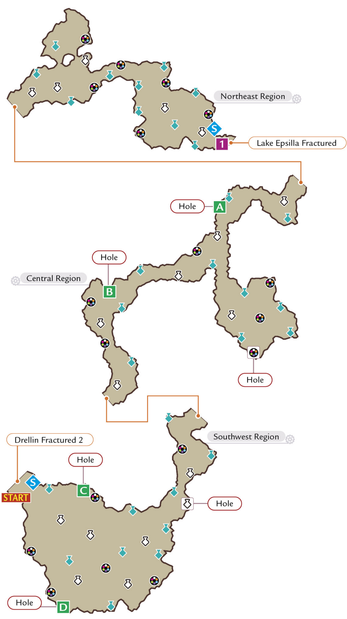
Catamar Heights Fractured 2

TREASURES

A	Chest	Black Egg ×2
B	Chest	Lavender ×1
C	Chest	7300 gald
D	Chest	Rare Metal ×1

RANDOM ITEMS

Loot Bag		Gathering Point	
750 gald	18%	Broken Fang ×1–3	12%
1000 gald	12%	Rotten Bone ×1–3	12%
500 gald	12%	Beast Dung ×1–3	12%
2000 gald	10%	Herb ×1–3	12%
Lose Stick ×1	8%	Wildgrass Seeds ×1–2	12%
Pudding Cake (Small) ×1	8%	Migrant Plume ×1–3	12%
Catnip ×1	8%	Iron Sand ×1–3	10%
Herb ×1	8%	Geode ×1–3	10%
Veggie Sticks (Small) ×1	8%	Black Egg ×1–2	8%
Wildgrass Seeds ×1	8%		



Slash Your Way to Victory

Like the previous area, there are some unique enemies in this region, so make sure to run into them all to fill up your Enemy Data entries. Most of the beasts in Catamar Heights are weak to Slash damage, which makes Ludger's dual blades the ideal weapon. Link with Milla and together they can slice their way though this section pretty easily. The exception to that rule is the Red Rock Tortoise, which can resist Ludger and Jude's attacks. The giant tortoise is best left for Rowen and Milla to team up against. Battle your way through all three areas to finally reach the exit to the mysterious lake you've heard so much about.

Walkthrough

CHAPTER 12: Elle and I 5

Town

Lake Epsilla (Fractured)

Required Teammates	Ludger Jude Milla Rowen
Inn Price	—
Elemental ore	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Lake Epsilla (Fractured)	Main	The Catalyst	Drellin (Fractured)	—	—	Ludger Jude Milla Rowen

Search for the Final Waymarker

1 In this dimension, the lake is full and the area is robust. Also, there is a mysterious house by the water that Elle recognizes.

2 3 After a nice meal with Victor, step outside and talk with him to discuss what is going on in this Fractured Dimension. Unfortunately it is not a peaceful chat and turns into a boss fight.

You and I can live happily ever after, Elle.

L1: **Stay back, Elle!** (Elle affinity +250)

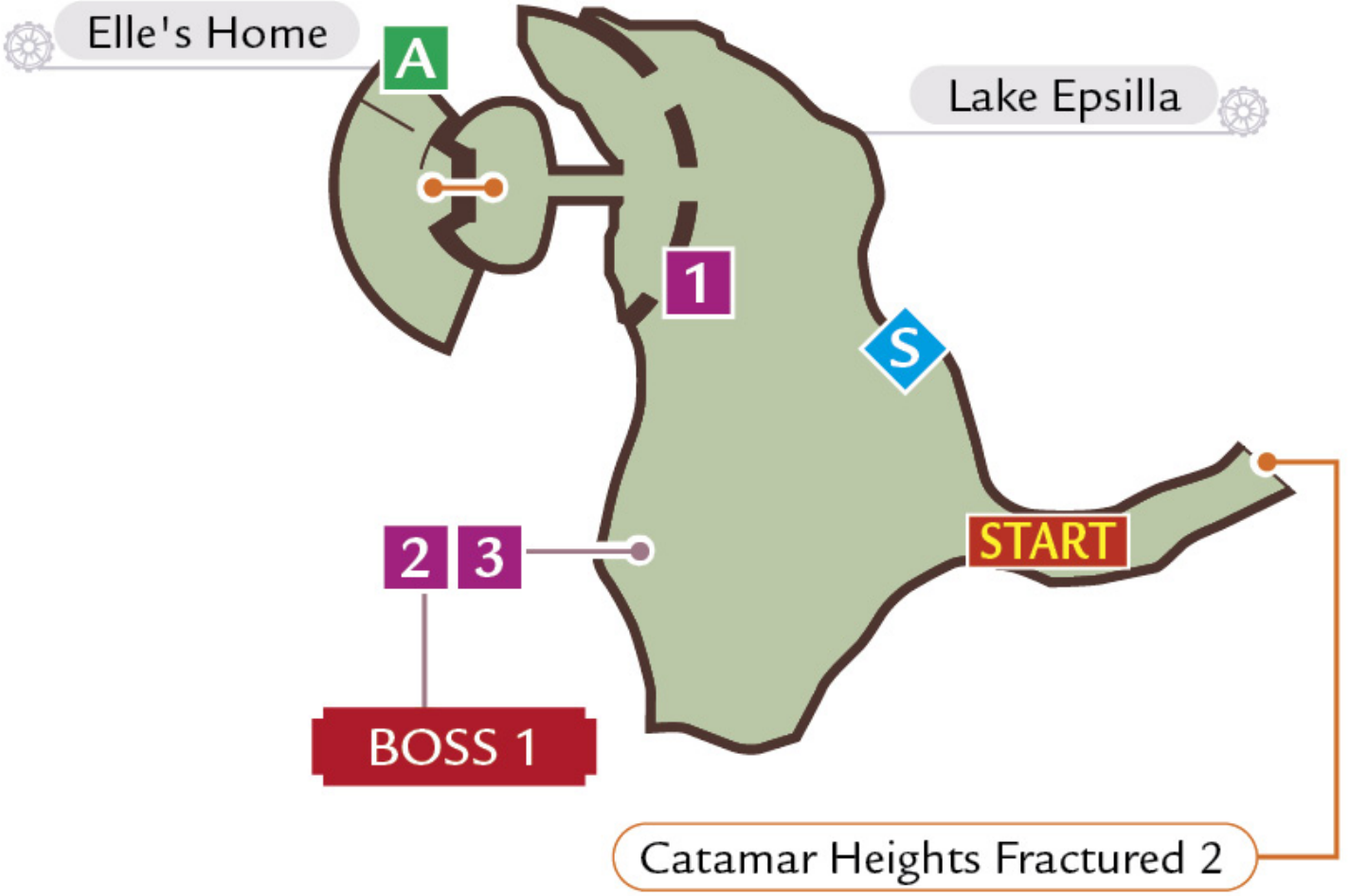
R1: **Is that really possible?**

Boss Victor

Level	58-62
Iron Stance	80
HP	283680–300960
Weak	—
Strong	—

Drop	Exceed (100%)/Lightning and Hail (100%)
Steal	—

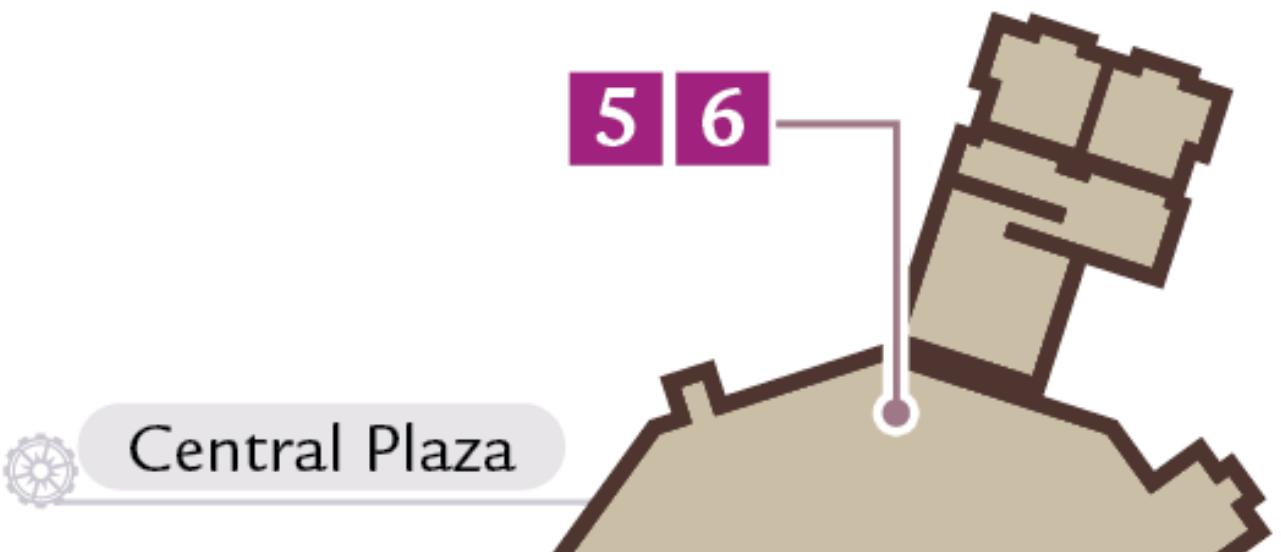
Lake Epsilla Fractured

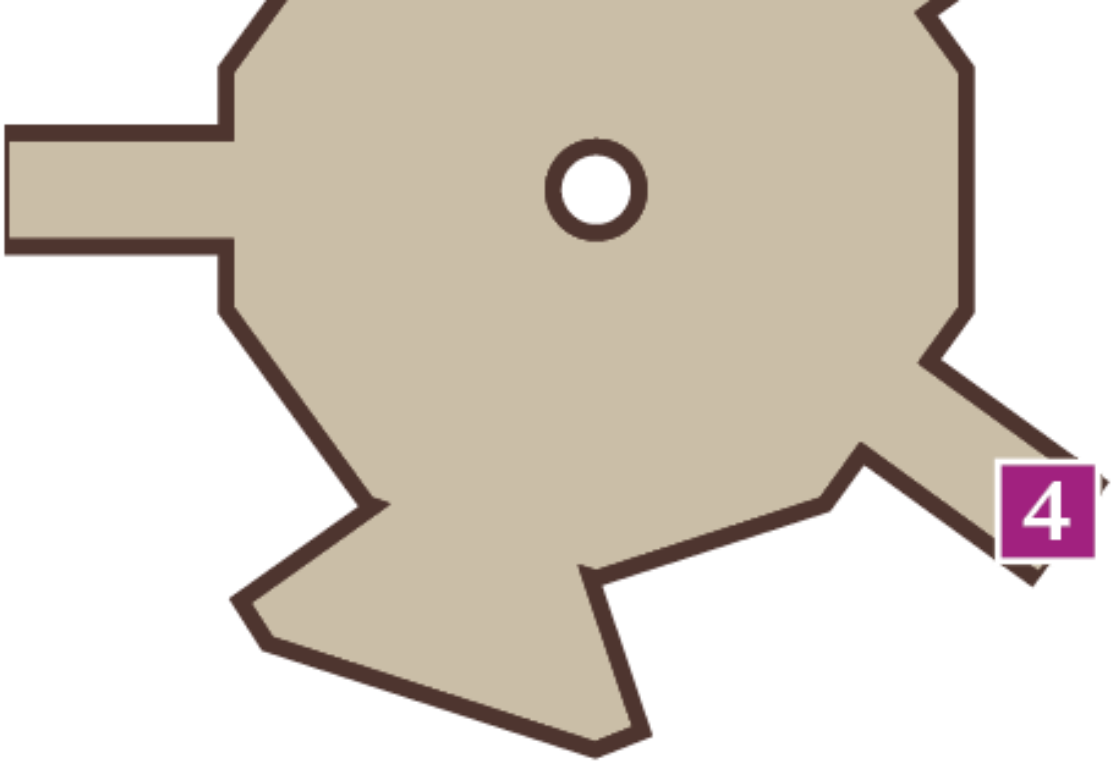


Drellin

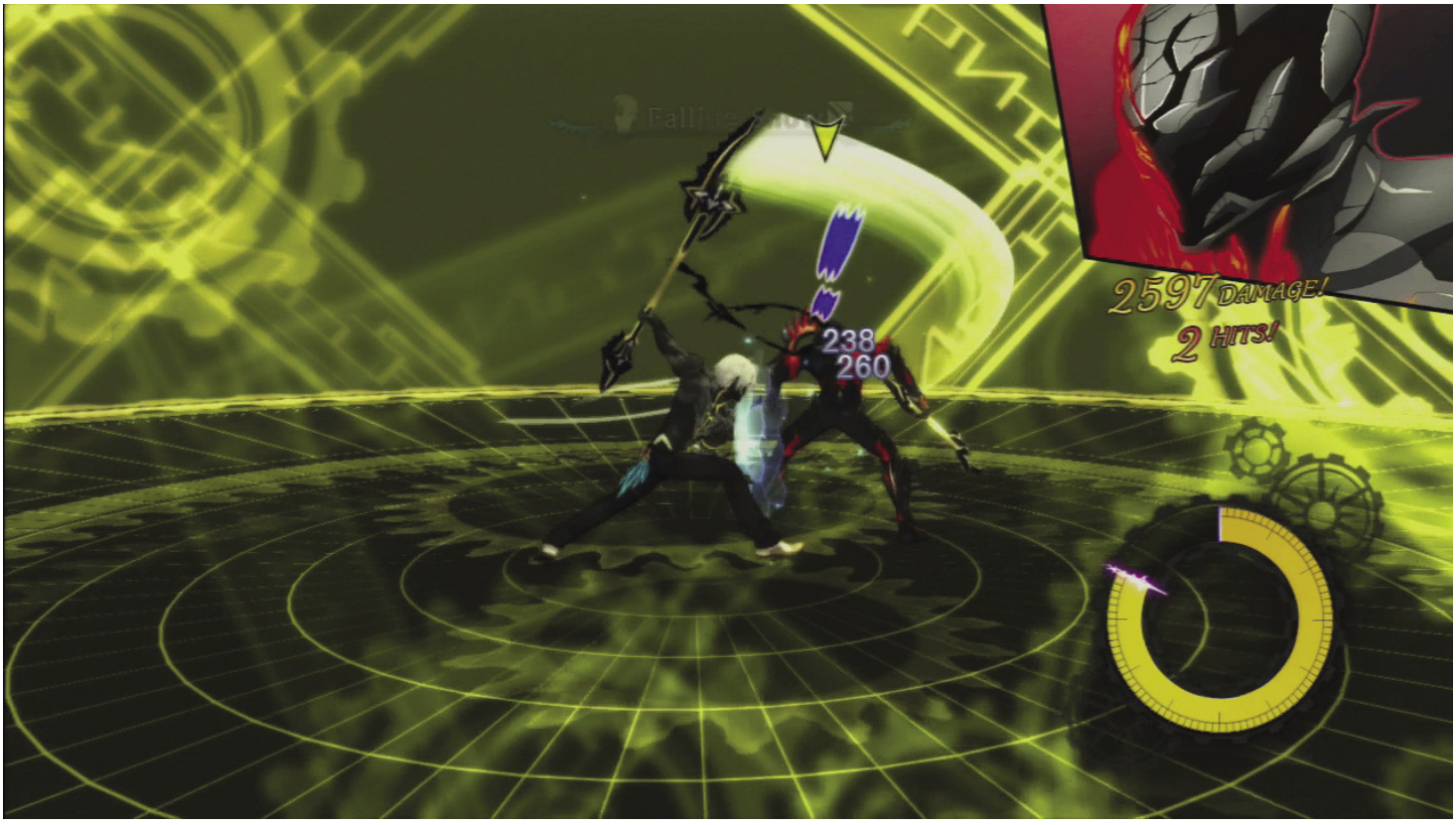
TREASURE

A Chest	Revival Ring ×1





Counter Victor's Transformation With Your Own



Victor begins this battle in the transformed state, and if you fight him like that he'll repeatedly use artes to wipe out your party. He can't maintain his transformation forever, so buy time by having Ludger transform himself. After transforming, alternate between Dark Projection and Azure Edge, capping the combo with a mystic arte. This allows you to make drastic movements that will throw off the enemy's attempts to target you while unleashing powerful artes of your own. This is a good way to keep your transformation going.

When Victor is using dual pistols, he uses Wings of Destruction to attack a wide swath of battlefield in front of him before chaining into a mystic arte. This move comes out fast, but if you block as soon as its name appears on screen, you should make it in time. Always fight very cautiously when Victor is using dual pistols.

Flame Tunnel is an arte in which Victor advances while spinning his sledgehammer, knocking down his target and potentially inflicting the Burn ailment. This attack is a little slow, so you can evade it by using repeated back-steps or a side-step followed by a back-step.

Victor's combat strength improves dramatically when he transforms. Even if your chromatus gauge hasn't hit level 2 yet, it's important that you transform when he does in order to protect your comrades.

Victor has no weakness, so you should use the Power Charge 2 skill to attack him. If you run up to him carelessly he'll pummel you, so wait for a gap between moves to move in and circle behind or beside him to launch your attack. Also make sure to equip health-restoring aids as well as Panacea Bottles and Syrup Bottles to deal with the status aliments that can paralyze or burn your party.

4. When the fight is over, the party returns to their desolate version of Epsilla Lake and returns to Drellin.

5. Find lodging at the local inn to sort out the situation you encountered.

Bonus Scene: Milla (completed Milla Episode 3)

How are you holding up?

L1: **I'm fine.** (Milla affinity +150)

R1: **I'm still numb...**

You're going to make more?

L1: **I want to. For Elle.** (Elle affinity +250)

R1: **Cooking takes my mind off things.**

Bonus Scene: Jude (completed Jude Episode 3)

I'm sorry that I can't do more for you.

L1: **Why are you apologizing? I destroyed an entire world filled with spyrites.** (Jude affinity +250)

R1: **Want a taste?**

You never get to taste their cooking again.

L1: **That's right.**

R1: **I'm sorry.** (Elle affinity +500)

6 After a good night's rest, the party will head to Spirius for another mission. There are several dialogue options to go through, but none of them impact the game.

Debt Repayment Interval 12-13

Payment required	150000 gald

Character Episodes

Milla 4	
Location	Fennmont
Reward	Xillia Outfit 1 and Xillia Haircut, 25000 gald, affinity +500

Alvin 4	
Location	Fennmont
Reward	Clean-Cut costume, 25000 gald, affinity +500

Event Quest

23 Request from The Four

Client	Party	Item / Task	Location	Description	Reward
The Four Great Spirits	Ludger, Milla, Gaius	Gaius Dumpling x4	Milla's Shrine - Interior	We'd like to try the Gaius dumplings from Kanbalar! Can you bring some to the shrine in Nia Khera?	8000 gald, 2560 Points

24 The Spicy Chef

Client	Party	Item / Task	Location	Description	Reward
Spicy Chef	Ludger, Milla, Gaius	Mabo Curry (Medium)	Fennmont Seahaven	I'm a Spicy Chef in Fennmont. I need a Mabo Curry for research. Think you can handle that, chump?	6900 gald, 2208 Points. Chef's Hat

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Subtlety of Falling Snow	—	Wild Gold Dust	Dimensional Breach	800 gald, 100 Points, Solar Eclipse
A Favor	—	Light-Leaf Clover	Rusalle Highroad	800 gald, 100 Points, Nightless World

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 4*	Silver Seal	Blade Beak	Tatalian Abyss	12000 gald, 3000 Points
Banned from the Club	—	Sylvan Crab	Royal Hunting Grounds	800 gald, 100 Points, Ultimate Lightning Bolt
The Law of the Gentleman	Silver Medal	Gentlesylph	Bermia Gorge	800 gald, 100 Points, Prism Ribbon

Elite Monster info

Bloodsucking Tree: Vampiric Plant!		
Client	**Location**	**Rewards**
Spirius Corp.	Talys Highroad	120000 gald, 36000 Points

*: Appears after completing Hassle at the Tatalian Abyss 3.

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Ludger and Elle	Drellin	—	L1: None R1: Rowen +250	Ludger Jude Milla Rowen Elle
Debt Repayment Interval	Etc.	The Truth About Muzét	Anywhere	—	L1: Jude +250, Gaius +250 R1: Alvin +250 Rowen +250	Ludger Jude Alvin Rowen Gaius
Debt Repayment Interval	Etc.	What Kind of Fractured Dimension is This?	Trigleph	—	—	Jude Milla Muzét Gaius
Debt Repayment Interval	Etc.	The Importance of Sweetness	Marksburg	—	L1: Milla +250, Muzét +250 R1: Elize +250, Leia +250	Ludger Muzét Milla Elize Leia

Debt Repayment Interval	Main	Call from Vera (7)	Anywhere	After debt repayment	L1: None R1: None	Ludger

Switch from Debt Repayment to Boss Prep

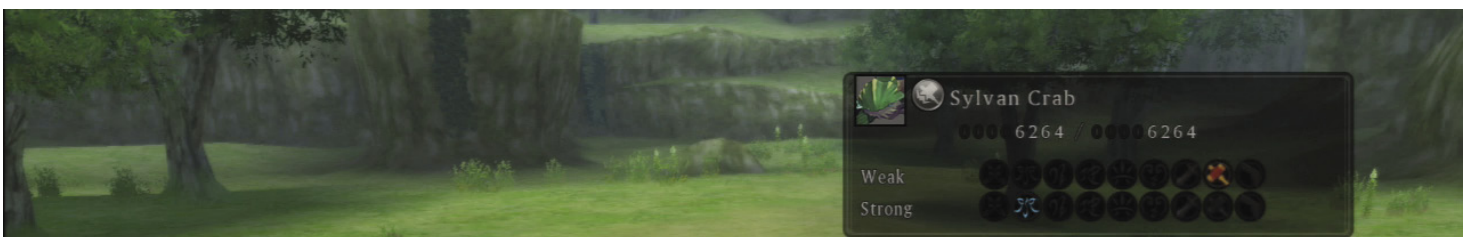
There's a boss fight at the immediate start of the next chapter and no opportunity to shop for supplies before it happens. Use this debt repayment interval to buy new weapons and armor in Drellin and craft custom weapons that are Water, Wind, or Light damage type. At around 10000 gald a piece they won't come cheap, so prioritize buying them for the characters you'll use in the next chapter: Ludger, Milla, Gaius, and Muzét.

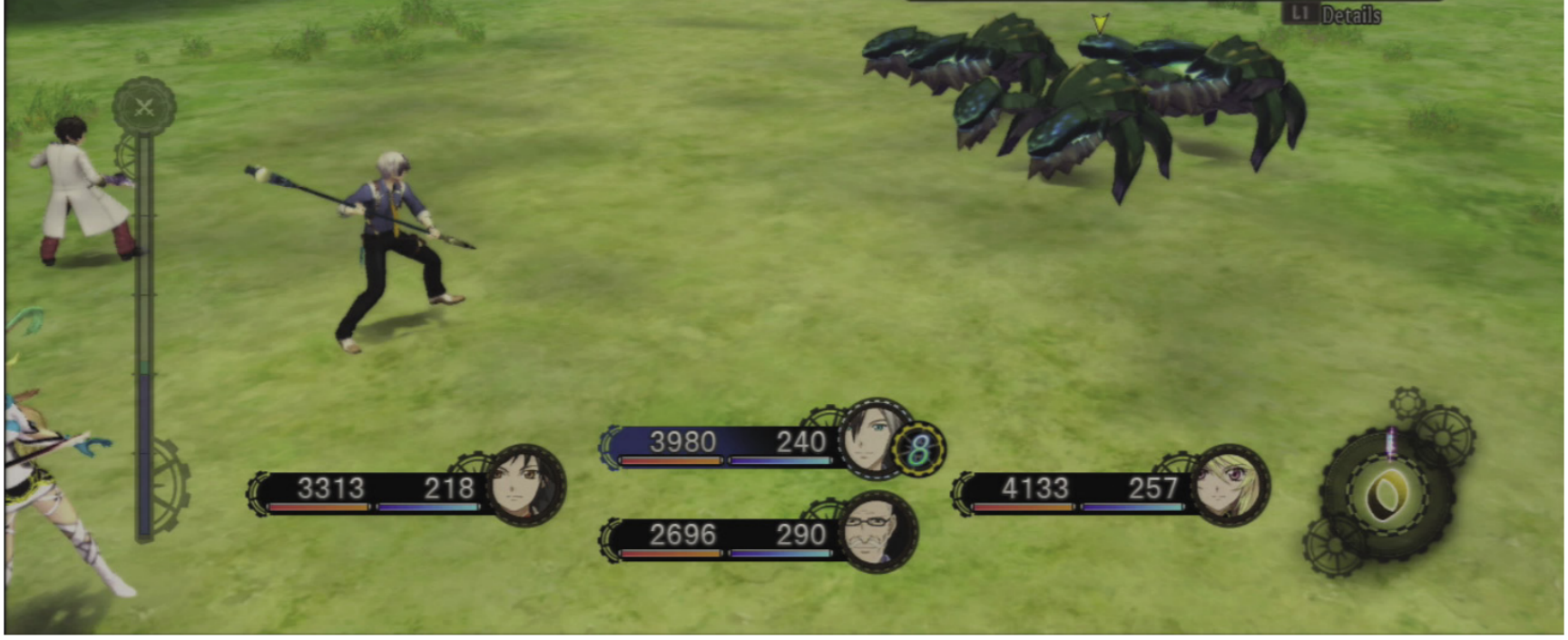
If you've completed Milla Episode 4 and Muzét Episode 1, you'll get to see a bonus scene in the next chapter. As soon as you pay back your debt, the next chapter will begin, so eat an attack boosting bowl of Takoyaki Ramen.

Note

You can earn a lot of gald in the character episodes. Use it to supplement your debt repayments.

Acquire Three Extractors Through Quests

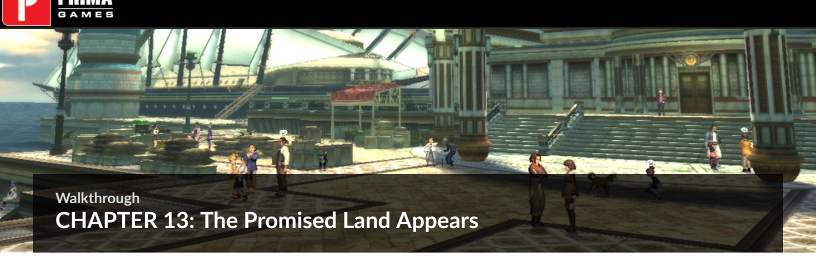




During this repayment interval, you can earn three extractors as quest rewards. The first quest is monster slaying mission Banned from the Club: kill a Sylvan Crab at the Royal Hunting Grounds. The other two quests require materials that can be acquired through the Kitty Dispatch, so as soon as the interval begins, dispatch your cats to the Rusalle Highroad and the Dimensional Breach. After that, you should pursue Character Episodes to earn gald.

Note

None of the quests that offer extractor rewards require titles, which is nice.



Walkthrough

CHAPTER 13: The Promised Land Appears

Town

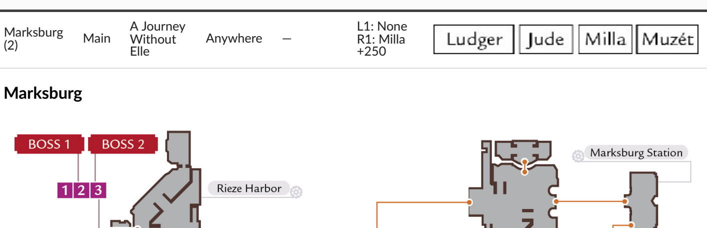
Marksburg (2)

Required Teammates	Ludger, Milla, Gaius, Muzét
Inn Price	400–500 gald
Elemental ore	—
Cats	—

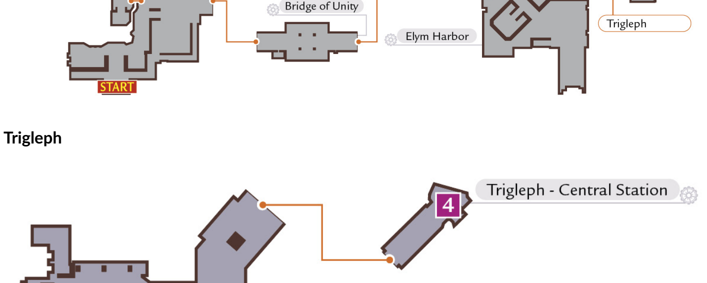
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Marksburg (2)	Main	A Journey Without Elle	Anywhere	—	L1: None R1: Milla +250	Ludger Jude Milla Muzét

Marksburg



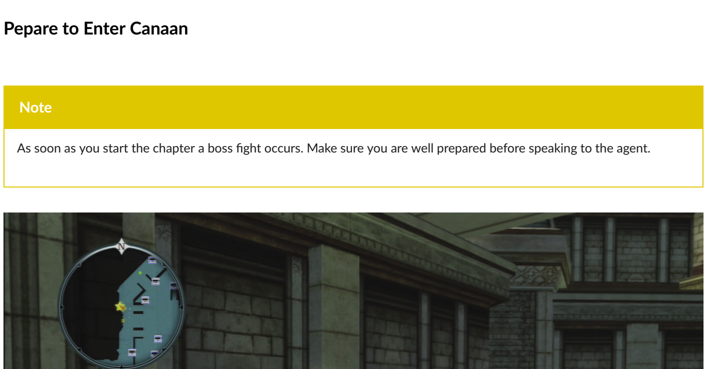
Trigleph



Pepare to Enter Canaan

Note

As soon as you start the chapter a boss fight occurs. Make sure you are well prepared before speaking to the agent.



1 In Marksburg—Rieze Harbor, chat with the Spirius agent in a black suit next to the inn. When the Waymarkers are placed, a path to Canaan will present itself, but you must get past Chronos first.

Uh...sure.

L1: **Let's draw out a star.** R1: **You can do it, Elle.**

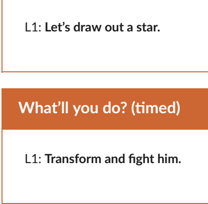
What'll you do? (timed)

L1: **Transform and fight him.** R1: **Fight him without transforming.**

Bonus Scene: Milla (complete Milla Episode 4)

Bonus Scene: Muzét (complete Muzét Episode 1)

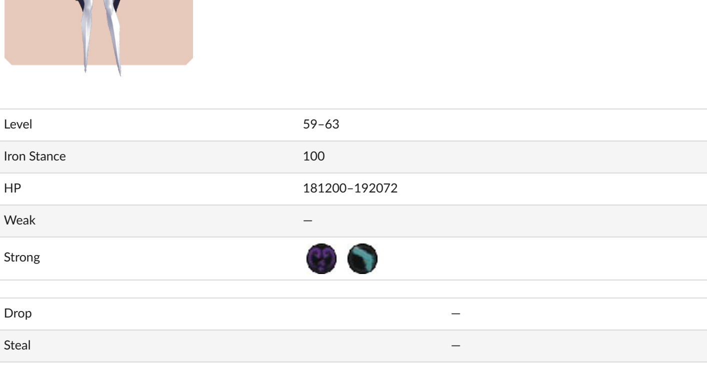
Boss Chronos



Level	59–63
Iron Stance	100
HP	181200–192072
Weak	—
Strong	

Drop	—
Steal	—

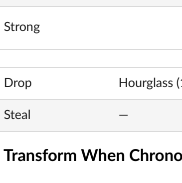
Focus on Chronos While Protecting Your Party From Ailments



2 This boss's deadliest attack is the potentially petrification-inflicting Tetra Spell. If you become petrified, you'll take heavy damage from Chronos Laser, so heal yourself with Panacea Bottles as you battle.

Chronos has no weakness, so use Power Charge 2 to give him one when you attack. Ignore the two Chronos Bits that accompany Chronos, as no amount of attacking will destroy them. Also, use the Spread Out tactic so that your allies will keep the bits occupied. This battle ends when Chronos is reduced to half his HP.

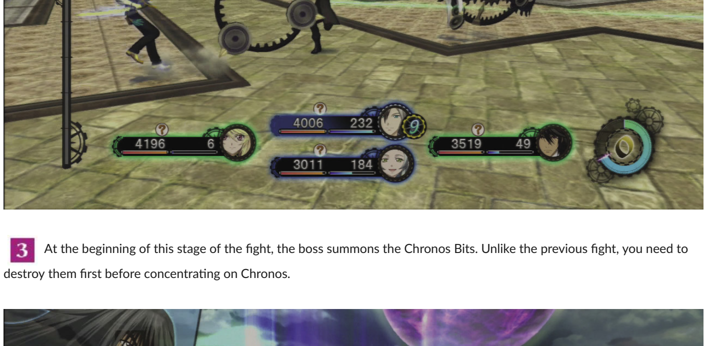
Boss Chronos



Level	59–63
Iron Stance	100
HP	181200–192072
Weak	—
Strong	

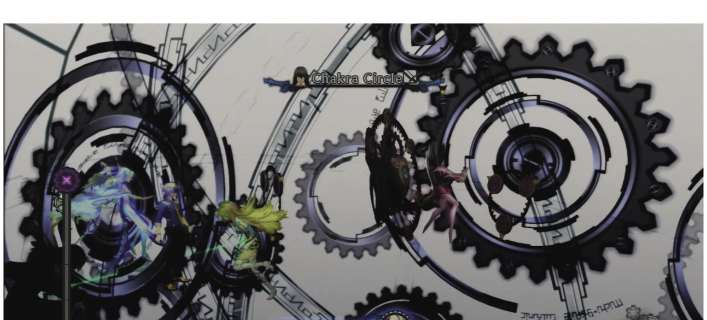
Drop	Hourglass (100%)/Mystic Emblem (100%)
Steal	—

Transform When Chronos Uses Time Compression



3 At the beginning of this stage of the fight, the boss summons the Chronos Bits. Unlike the previous fight, you need to destroy them first before concentrating on Chronos.

Cage of Torment generates pillars of light in front of the boss that remain on the battlefield for a long time. If you touch them, you'll be immobilized, so side-step away and find a different route to reach him. Also, this boss has knock-back attacks too. Approach it gradually with quick-steps and while blocking.



When Chronos's HP is reduced to half of its max, he'll attempt to use Time Compression to rewind time to just before the battle when his HP was cut in half. This move gives you a big opening; use it to restore HP and TP until just before the screen turns white. After that, make sure to transform to cancel the attack.

Note

If you lose this battle, the story will go on, but you can get some prizes for winning.

It doesn't matter!

L1: **It doesn't matter?** R1: **It does!**

I'm proud of you.

L1: **Accept his hand.** (Bisley affinity +400) R1: **I have to go after Elle.** (Elle affinity +250)

4 5 Bisley promises to look after Elle, so make the long trek back to Spirius Corporation.

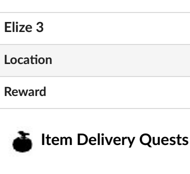
Debt Repayment Interval 13-14

Payment required	150000 gald

Character Episodes

Jude 4

Location	Kanbalar
Reward	Celsius Fossil, affinity +500



Gaius 3

Location	Trigleph
Reward	Xillia Outfit 2 and Xillia Haircut 2, affinity +750

Elize 3

Location	Leronde
Reward	Xillia Outfit 2, affinity +750

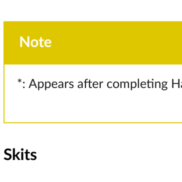
Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Jolyne's Plea—Part 7	Bronze Badge	Wild Bird Egg	Aladhi Trail	800 gald, 500 Points, Censor Bar
The Last Shard	—	Stained Glass Fragments	Xailen Woods Temple	800 gald, 100 Points, Ultimate Starfire
Aren't You Cold?	—	Prayer Pennants	Xian Du	800 gald, 100 Points, Burning Windmill
The Master's Techniques	Gold Token	Iron Dust	Fort Gandala	800 gald, 100 Points, Elemental Guard

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 5*	Gold Token	Lizardman	Tatalian Abyss	17600 gald, 4400 Points, Bushy Eyebrows
The Law of the Gentleman	Gold Token	Gentlemundine	Kukhar Ice Caverns	800 gald, 100 Points, Skill Tome: "Super Heal" LU
The Law of the Gentleman	Gold Token	Gentlefreet	Nala Lava Tubes	800 gald, 100 Points, Skill Tome: "Ultra Awakening" LU
I'm Scared	—	King Cockatrice	Rusalle Highroad	800 gald, 100 Points, Lightless World

Elite Monster info



Infernal Call: Cthulhu Demon!

Client	Location	Rewards
Spirius Corp.	Arklund Quag	150000 gald, 45000 Points

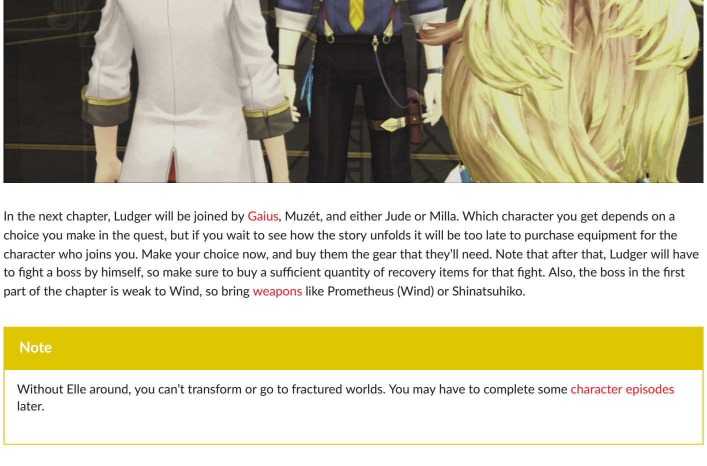
Note

*: Appears after completing Hassle at the Tatalian Abyss 4

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	The Land of Canaan Appears	Marksburg	—	—	Ludger Jude Milla Rowen Gaius Muzét
Debt Repayment Interval	Main	Call from Vera (8)	Anywhere	After debt repayment	—	Ludger

Prepare Gear for Jude, Milla, Gaius, and Muzét

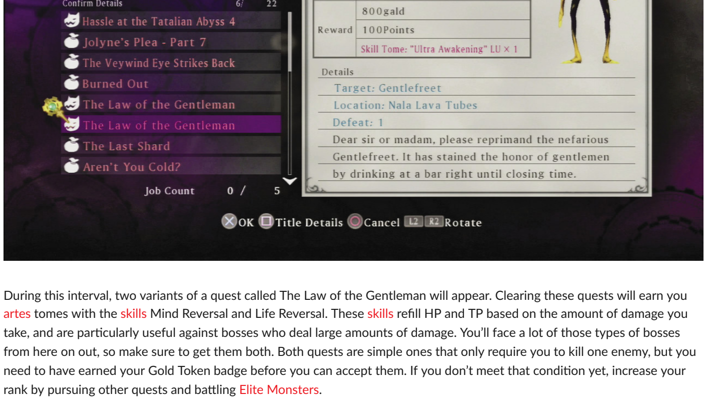


In the next chapter, Ludger will be joined by Gaius, Muzét, and either Jude or Milla. Which character you get depends on a choice you make in the quest, but if you wait to see how the story unfolds it will be too late to purchase equipment for the character who joins you. Make your choice now, and buy them the gear that they'll need. Note that after that, Ludger will have to fight a boss by himself, so make sure to buy a sufficient quantity of recovery items for that fight. Also, the boss in the first part of the chapter is weak to Wind, so bring weapons like Prometheus (Wind) or Shinatsuhiko.

Note

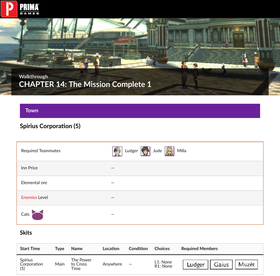
Without Elle around, you can't transform or go to fractured worlds. You may have to complete some character episodes later.

Acquire the Artes Tomes Ultra Awakening and Super Heal



During this interval, two variants of a quest called The Law of the Gentleman will appear. Clearing these quests will earn you artes tomes with the skills Mind Reversal and Life Reversal. These skills refill HP and TP based on the amount of damage you take, and are particularly useful against bosses who deal large amounts of damage. You'll face a lot of those types of bosses from here on out, so make sure to get them both. Both quests are simple ones that only require you to kill one enemy, but you need to have earned your Gold Token badge before you can accept them. If you don't meet that condition yet, increase your rank by pursuing other quests and battling Elite Monsters.

The Gentlemundine you face in the Kukhar Ice Caverns has a weak point on his head, so use jumping attacks to strike it and stagger him. The Gentlefreet in the Nala Lava Tubes uses lots of Fire artes so boost your Fire resistance before the fight.



Walkthrough
CHAPTER 14: The Mission Complete 1

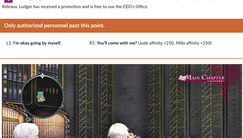
Town

Spirius Corporation (5)

Required Teammates	Ludger Jude Milla
Inn Price	--
Elemental ore	--
Enemies Level	--
Cats	--

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Spirius Corporation (5)	Main	The Power to Cross Time	Anywhere	--	L1: None R1: None	Ludger Gaius Muzet



Ludger Becomes the Head of Spirius

Note

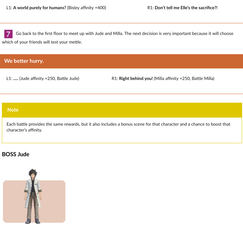
Now that you've completed Chapter 13, you can pick up all those items, in various areas, that weren't previously available.

1 Once again, go see Vera in the lobby of Spirius Corp. However, this time she is accompanied by the creepy man in red, Rokuaa. Ludger has received a promotion and is free to use the CEO's Office.

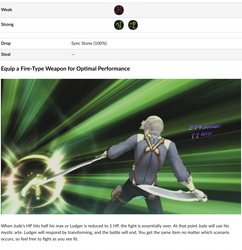
Only authorized personnel past this point.

L1: **I'm okay going by myself.** R1: **You'll come with me?** (Jude affinity +250, Milla affinity +250)

2 **3** Make your way up to your new office and watch a recorded message from Bisley. Search the rest of Spirius Corporation for items that weren't available before. Make sure to stop in the office on 20th floor and talk to the researcher with a red smiley face to receive the Spirius Elite.



There is another important stop to make on the 30th floor. If you go into the DODA room you will find a terminal that can reveal the emergency code for the training facility. The code can make your life a lot easier really soon, so make sure not to forget it.



4 **5** When you've completed your treasure hunt, go to the 30th floor and talk to Rokuaa. The plot thickens as Rokuaa reveals a dark revelation. The final dialogue choice can greatly increase Bisley's affinity.

This sacrifice is necessary to make a world purely for humans.

L1: **A world purely for humans?** (Bisley affinity +400) R1: **Don't tell me Elle's the sacrifice?!**

7 Go back to the first floor to meet up with Jude and Milla. The next decision is very important because it will choose which of your friends will test your mettle.

We better hurry.

L1: ..., (Jude affinity +250, Battle Jude) R1: **Right behind you!** (Milla affinity +250, Battle Milla)

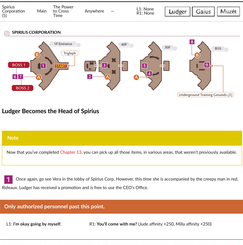
Note

Each battle provides the same rewards, but it also includes a bonus scene for that character and a chance to boost that character's affinity.

BOSS Jude

Level	63–67
Iron Stance	0
HP	70596–74592
Weak	
Strong	
Drop	Sync Stone (100%)
Steal	--

Equip a Fire-Type Weapon for Optimal Performance



When Jude's HP hits half his max or Ludger is reduced to 1 HP, the fight is essentially over. At that point Jude will use his mystic arte. Ludger will respond by transforming, and the battle will end. You get the same item no matter which scenario occurs, so feel free to fight as you see fit.

If you prefer to end the battle by cutting Jude's HP in half, fight with a Fire-type weapon or artes that will allow you to stagger him with most of your attacks. Also, Jude stops moving to use Sun Spark, giving you a chance to circle behind him and unleash a combo.

Bonus SCENE: Jude (complete Jude Episode 4)

Reminds me of a certain someone.

L1: **And you really are a do-gooder, aren't you?** (Jude affinity +150) R1: **A certain someone? Who?**

Boss Milla

Level	63–67
Iron Stance	0
HP	65508–69216
Weak	
Strong	
Drop	Sync Stone (100%)
Steal	--

Protect Against Ailments with a Syrup Bottle

7 As in the battle with Jude, if Milla's HP hits half of her max or Ludger is reduced to 1 HP, that battle is over. Like Jude, Milla will use her mystic arte, Ludger will transform, and the battle will end. You get the same item no matter which scenario occurs, so feel free to fight for fun or victory.

Milla attacks with a variety of elements, potentially inflicting a variety of ailments. If you want to fight to win, use a Syrup Bottle to protect yourself. To exploit her elemental weakness, equip the Prometheus (Darkness) dual blades or use Dark-type artes like Hunting Phoenix. In general, defend until Milla begins casting an arte and use that window to strike.

Bonus Scene: Milla (complete Milla Episode 4)

You may lose everything that you've worked for.

L1: **I'll lose something more important if I don't.** (Milla affinity +150) R1: **You know me better than that.**

Note

After fighting, your friend Ludger will still have to make some tough choices to get out of Spirius Corp.

Any ideas Ludger? (timed)

L1: **There should be an exit from the underground training grounds.** (Gaius affinity +150, Muzet affinity +300) R1: **Let's charge through them.**

We'll need bait. (timed)

L1: **You're up, Jude.** (Jude affinity +250, Milla rejoins the party) R1: **Can you do it for us, Milla?** (Milla affinity +250, Jude rejoins the party)

8 **9** Take the elevator to B10 and enter the Underground Training Grounds to make your escape.

Walkthrough

CHAPTER 14: The Mission Complete 2

Dungeon

Underground Training Grounds (2)

Required Teammates	Ludger Jude or Milla Gaius Muzét
Inn Price	—
Elemental ore	—
Enemies Level	63–67
Cats	Boris

TREASURES

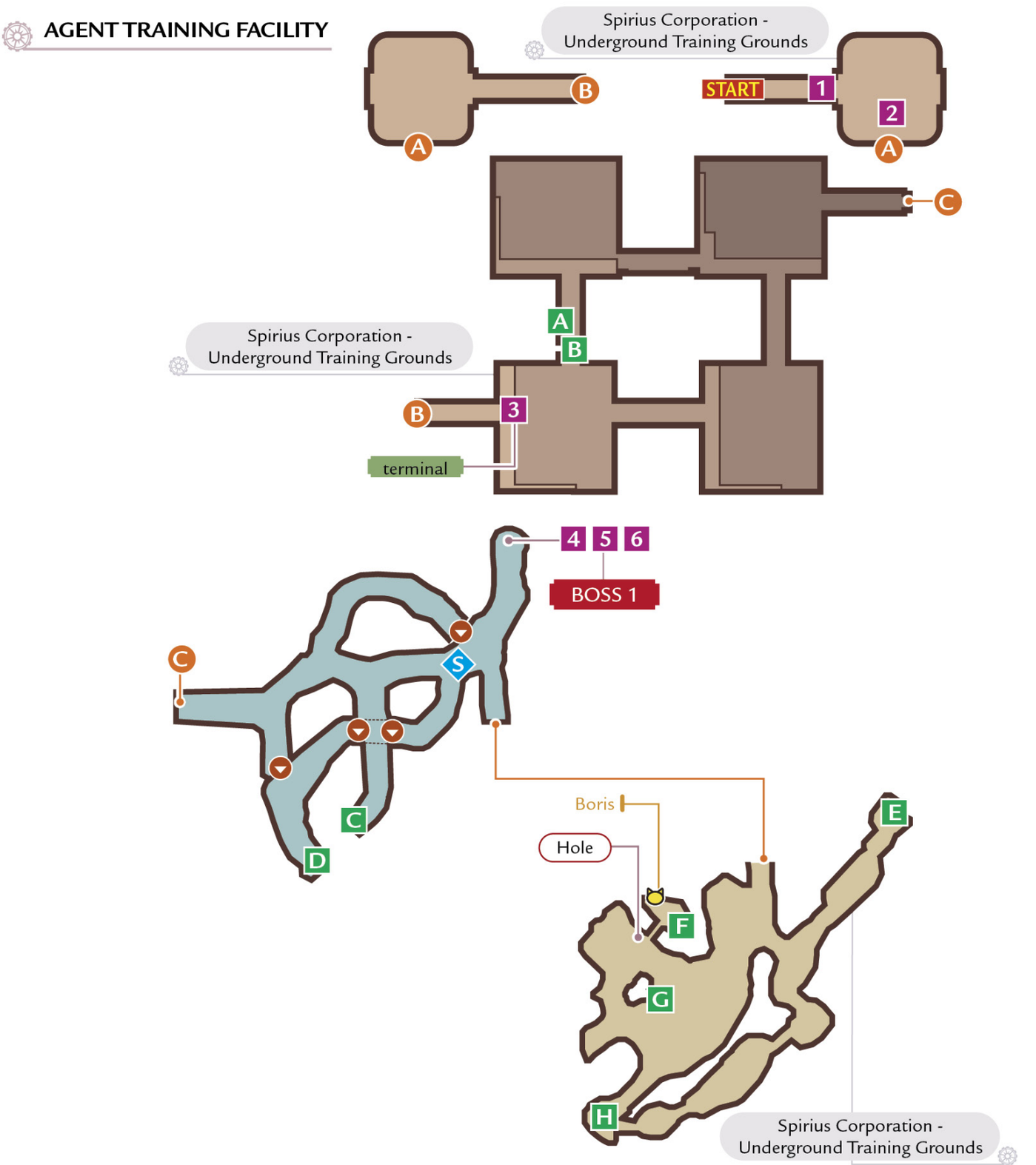
A Chest	Thief's Cape ×1
B Chest	Sephira ×1

TREASURES

C	Chest	500 gald
D	Chest	Platinum Cloak ×1
E	Chest	Life Bottle ×1
F	Chest	Melange Gel ×1
G	Chest	Orange Gel ×3
H	Chest	Mythril Plate ×1

* only available if you have not obtained previously.

AGENT TRAINING FACILITY



Enemies

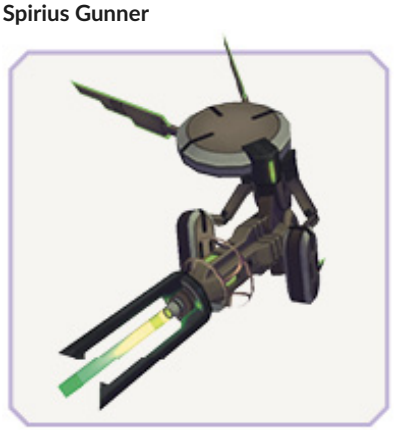
Spirius Axe Beak

Type	
HP	6741
Weak	—
Strong	—

Spirius Meniphto

Type	
HP	6741
Weak	
Strong	

Spirius Gunner



Type	
HP	5914
Weak	
Strong	

Spyrix Sentry 1.0+

Type	
HP	12720
Weak	
Strong	—

Escape Through the Underground Training Grounds

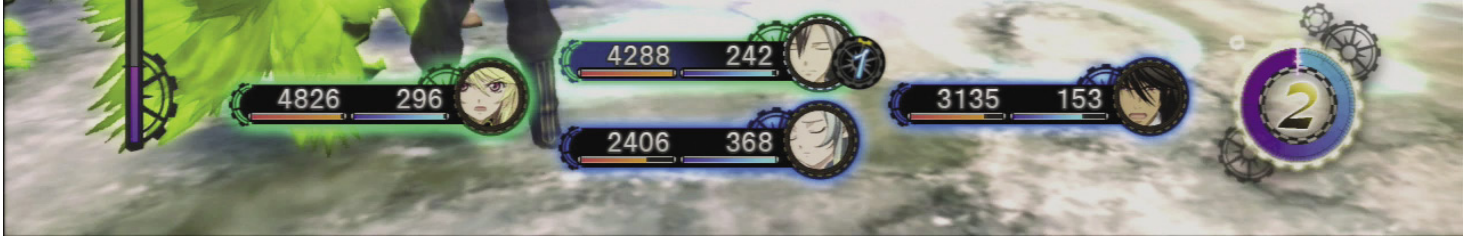
1 As soon as you step foot into the Underground Training Grounds, a forced battle occurs with several mechanized foes. These are the same enemies you will encounter in the rest of the training grounds. The “big guns” down here are the Spyrix Sentry 1.0+ which have a lot of HP and a huge turret. Not only will this foe fire a huge green laser, but the turret will spin around, covering the battlefield. Block the large beam and make sure to link up with a partner using the Act Together option. The goal is to pummel the robotic machines and interrupt them before they have a chance to fire their guns.

2 This area should be familiar from when you received training from Bisley. Just like before, use the terminal to activate the room lift.

3 The place is shut down and you can't go anywhere unless you use the terminal at the top of the stairs. The obvious choice is Active Battle Training Mode, which will populate the four rooms with enemies that must be destroyed to unlock each subsequent section. However, if you checked in the DODA room and have the emergency code, you can use the Enter Code option to input the numbers that will make the machines self destruct. Not only do you not have to battle tons of robots, but you can still pick up the items they left behind when they are destroyed!

Note

Using the emergency code will destroy all the enemies and leave their items behind. The only reason to fight them is to level up, but there is a tough boss battle coming up, so plan accordingly.



Fight your way from room to room (or just use the code) and when all the doors are unlocked, you can enter the caverns of the Underground Training Grounds. Ludger has come full circle, returning to the spot where this long journey began. The familiar Spirius Axe Beaks join the robot foes in this section and unfortunately the big green birds have no weaknesses.

It is tempting to make a quick escape to the northeast, but there are several great treasures to plunder (if you didn't collect them before). Also, go to the lower sandy area and look for a small cave where you can find Boris with its valuable Item Quest collar.

4 The escape plan was great, but Rideaux and Ivar prevent your final departure.

Bonus Scene: Muzét (completed Muzét Episode 1)

Maybe I'll kill him.

L1: **Milla wouldn't want that.** (Muzét affinity +500)

R1: **That's going too far Muzét.** (Muzét affinity +300)

Boss Rideaux

Level	64–68
Iron Stance	100
HP	207690–219282
Weak	
Strong	

Drop	Vitality Ring (100%)/Skill Tome: “Beyond Linking” LU (100%)
Steal	—

Boss Ivar

Level	63–67
Iron Stance	0
HP	84588–89376
Weak	
Strong	

Drop	Win Stick (100%)/Psychic Ring (100%)
Steal	—

Engage your Foes in Order of Their HP

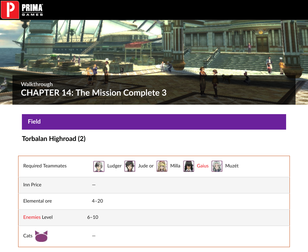
Spike Whip is a mystic arte that can be launched off of Infusion during the boss's Over Limit. When your enemy is in Over Limit, use free run to flee.

The Phantom Edge attack can't be blocked, and if you're hit, Ivar will be able to get behind you for follow-up attacks. Link with Muzét and use her Support Warp ability to evade this and other artes like Tornado Drive.

Before you jump into battle, notice that you're facing a large group of foes here, and any attempt at attacking the bosses directly could leave you surrounded. Instead, start by picking off the Spirius Agents and Spirius Female Agents.

5 6 Next, turn your attention to Ivar, and finally Rideaux. In this battle, it's difficult to maintain a combo without enemy interruption. Both foes are weak to Wind, so use Lunar Reflection to launch a combo, and mix it up with attacks of various elements to head off any attempts at a counterattack.

6 Bonus Scene: Gaius (completion of Gaius Episode 2)

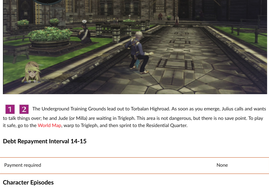


Walkthrough
CHAPTER 14: The Mission Complete 3

Field

Torbalan Highroad (2)

Required Teammates	Ludger, Jude or Milla, Gaius, Muzét
Inn Price	--
Elemental ore	4–20
Enemies Level	6–10
Cats	--



1 2 The Underground Training Grounds lead out to Torbalan Highroad. As soon as you emerge, Julius calls and wants to talk things over; he and Jude (or Milla) are waiting in Trigleph. This area is not dangerous, but there is no save point. To play it safe, go to the World Map, warp to Trigleph, and then sprint to the Residential Quarter.

Debt Repayment Interval 14-15

Payment required	None

Character Episodes

Milla 5

Location	Nia Khera
Reward	Xillia Outfit 2, 35000 gald, affinity +500

Muzét 2

Location	Drellin
Reward	Xillia Outfit 1 and Xillia Haircut, Harpy Feather Hairpin, 25000 gald, affinity +500

Leia 4

Location	Any of the select towns*
Reward	Lacrosse Stick, affinity +750

Muzét 3

Location	Leronde
Reward	Xillia Outfit 2, affinity +750

Note

*: Trigleph - Technology Drive, Duval - Downtown, Marksburg - Bridge of Unity, Drellin - Central Plaza, Hamil - Western District, Nia Khera, Shaeffen - Central Plaza, Xian Du - Central Ward, Kanbalar - Inn - Lobby, Fennmont - Hotel Fenntasia - Lobby, Leronde Seahaven, Aladhi Seahaven, Sapotrath Seahaven, or Lakutan Seahaven.

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Muzét and Rideux	Anywhere	--	11: None 12: Muzét +250	Ludger, Muzét, Jude, Gaius
Debt Repayment Interval	Main	Ivar's Duties	Anywhere	--	13: Gaius +250 R1: None	Ludger, Milla, Gaius, Muzét

Event Quest

25 Blake's Orders

Client	Party	Item / Task	Location	Description	Reward
Vera	Ludger, Elize, Milla	Princess x2	Spirius Corporation--CEO's Office	Vera here. Please bring two Princesia flowers from the Mon Highlands to the CEO's Office.	7800 gald, 24% Points, Security Badge

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 28	--	Boric Collar	Agent Training Facility	800 gald, 500 Points, Gummy Fishies
Don't Be Afraid	Gold Badge	Obsidian	Lafforte Research Center	800 gald, 100 Points, Skill Tome: "Bullet Flurry" LU
Lily Collecting	--	Water Lily	Orda Palace	800 gald, 100 Points, Broken Levy

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 6**	Gold Badge	Burrow Goblin	Tatalian Abyss	26000 gald, 6500 Points
The Law of the Gentleman	--	Gentlegnome	Old Vicalle Mine	800 gald, 100 Points, Ultimate Tornado
Fish Research	Gold Badge	Quag Merfish	Arkland Quag	800 gald, 100 Points, Elemental Circlet

Note

**: After completing Hassle at the Tatalian Abyss 5.

Elite Monster info

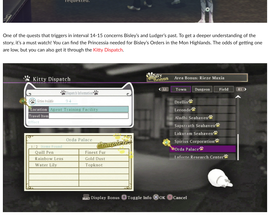
Burning Intensity: Magma Dragon!

Client	Location	Rewards
Spirius Corp.	Nala Lava Tubes	150000 gald, 45000 Points

FROZEN GAZE: SNOW COUGAR!

Client	Location	Rewards
Spirius Corp.	Kalen Woods	175000 gald, 52500 Points

Prepare for an Important Choice



During Chapter 15, you'll make an important choice that will affect the ending of the game. Also, if you talk to Nova on Technology Drive, you'll be able to repay your remaining debt whenever you like. Another thing to remember is that if you've completed all of the character episodes before this point, there will be a number of bonus episodes at the end of the next chapter. Make sure you don't miss them and always complete the character episodes first.

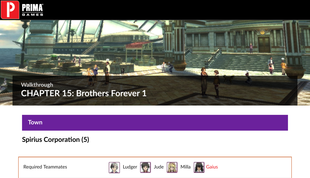
Note

If you advance Milla's character episodes, you'll uncover the connection between Maxwell and Kresnik, so don't miss it!

Bisley's Past and Powerful Items

One of the quests that triggers in interval 14-15 concerns Bisley's and Ludger's past. To get a deeper understanding of the story, it's a must watch! You can find the Princesia needed for Bisley's Orders in the Mon Highlands. The odds of getting one are low, but you can also get it through the Kitty Dispatch.

There are also several quests at this point that offer powerful item rewards. Most notable are the Fish Research quest that offers an Elemental Circlet that boosts multiple damage-type resistances at once, and the Lily Collecting quest where you can earn the Broken Levy extractor that extracts three types of elements at once. For the Lily Collecting you need a Water Lily. The odds that your cats will come back with one from Orda Palace are low, so this is a good time to use a can of Royal Feast.

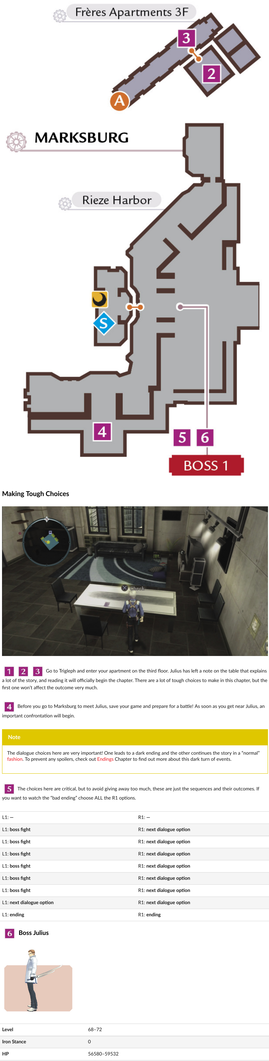


Walkthrough
CHAPTER 15: Brothers Forever 1

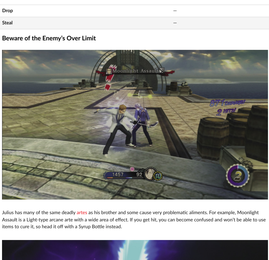
Town

Spirius Corporation (S)

Required Teammates	Ludger, Jude, Milla, Rollo
Inn Price	400 gald
Elemental ore	--
Enemies Level	--
Cats	--



Making Tough Choices



1 2 3 Go to Triglaph and enter your apartment on the third floor. Julius has left a note on the table that explains a bit of the story, and reading it will officially begin the chapter. There are a lot of tough choices to make in this chapter, but the first one won't affect the outcome very much.

4 Before you go to Marksburg to meet Julius, save your game and prepare for a battle! As soon as you get near Julius, an important confrontation will begin.

Note

The dialogue choices here are very important! One leads to a dark ending and the other continues the story in a "normal" fashion. To prevent any spoilers, check out Endings Chapter to find out more about this dark turn of events.

5 The choices here are critical, but to avoid giving away too much, these are just the sequences and their outcomes. If you want to watch the "bad ending" choose ALL the R1 options.

L1: --	R1: --
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **next dialogue option**	R1: **next dialogue option**
L1: **ending**	R1: **ending**

6 Boss Julius

Level	68~72
Iron Stance	0
HP	56580~59532
Weak	
Strong	
Drop	--
Steal	--

Beware of the Enemy's Over Limit

Julius has many of the same deadly artes as his brother and some cause very problematic ailments. For example, Moonlight Assault is a Light type arcane arte with a wide area of effect. If you get hit, you can become confused and won't be able to use items to cure it, so head it off with a Syrup Bottle instead.

When Julius enters Over Limit, he can unleash a powerful mystic arte, Ritual of Devastation, that always leaves you with 1 HP if it connects. If you're unable to avoid it, immediately dash away and use a Lemon Gel! The best approach to deal with this situation is simply to stay far away during his Over Limit or make sure he can't land it by transforming yourself.

You'll fight Julius in a one-on-one battle. That means you'll have to handle all the healing yourself, and since Julius is so powerful, you'll need to be very diligent about healing any lost HP or the fight will be over before you realize it. Catching the confusion or bleeding ailment could be devastating, so make sure you always have a Syrup Bottle active.

Don't get into a war of attrition—guard and counter with a combo! Julius has several weaknesses, and if you can chain together several artes, especially with a pop-up attack, you should be able juggle him for lots of damage. Another way to make your hits really count is to charge up Power Charge 3 before you attack.

Julius doesn't have too much HP, so if you can begin this battle with a full gauge, you can transform right away. Deal as much damage as possible in that state and finish with your mystic arte for big damage!

Note

Set the Dash skill to make it easier to run away to avoid attacks and heal.

Walkthrough

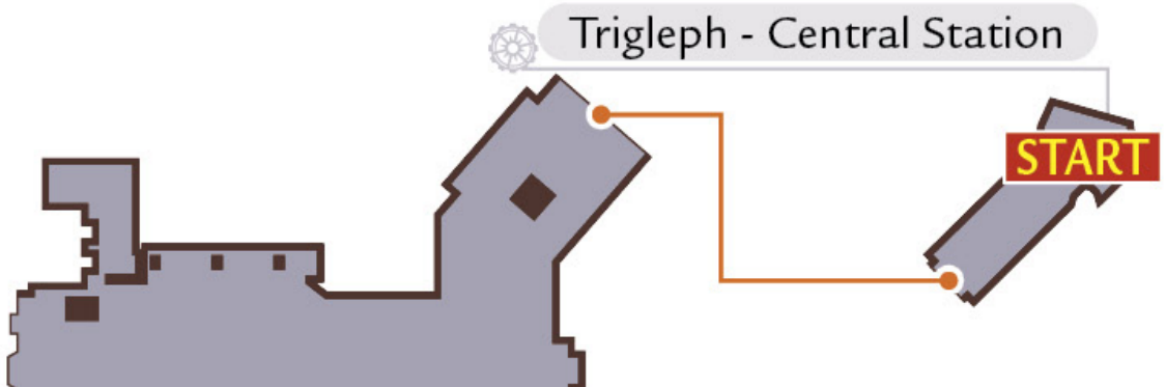
CHAPTER 15: Brothers Forever 2

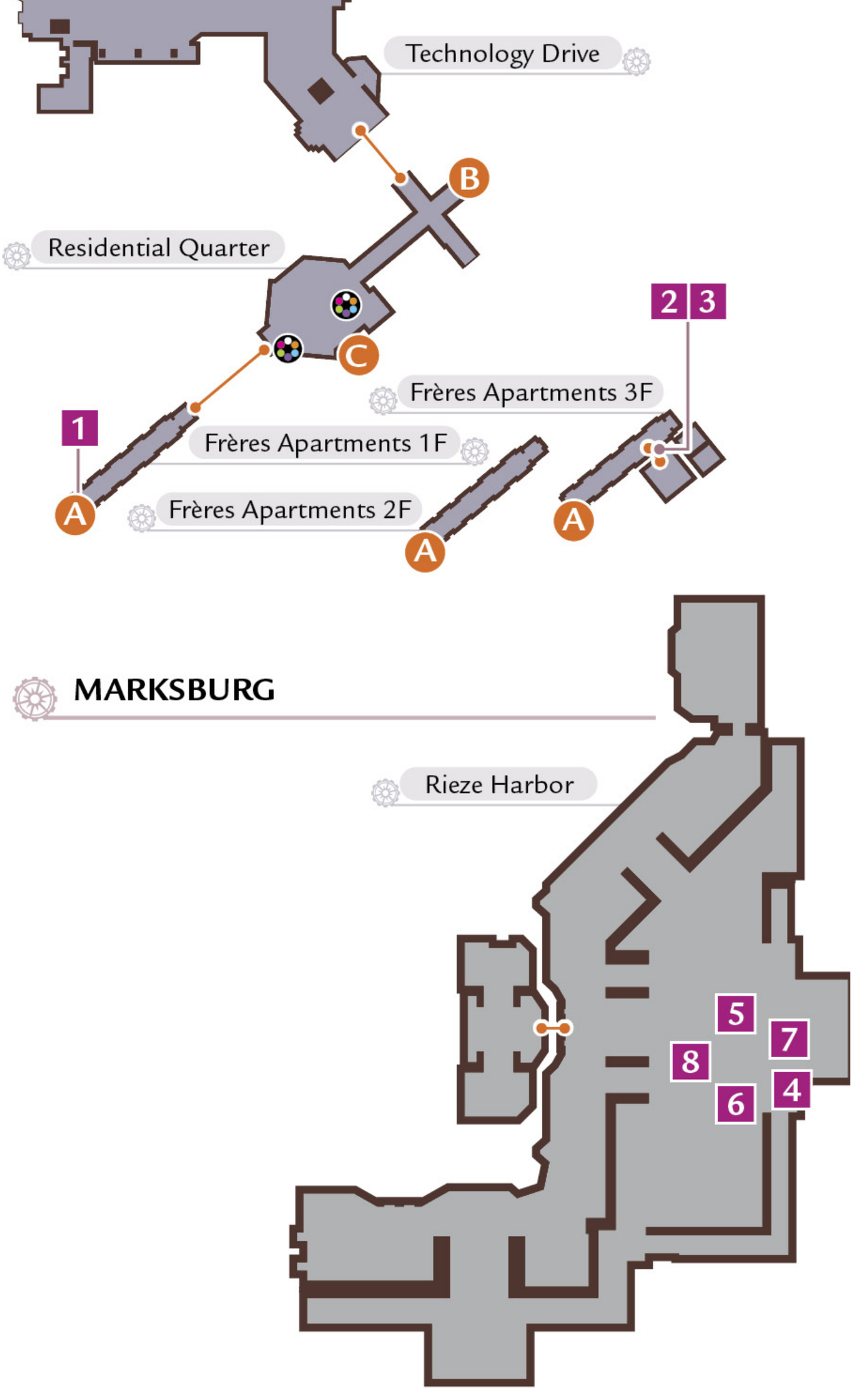
Town

Trigleph (Fractured 2)

Required Teammates	Ludger
Inn Price	300 gald
Elemental ore	19–60
Enemies Level	—
Cats	—

TRIGLEPH FRACTURED 2




Technology Drive
B
Residential Quarter
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2 3
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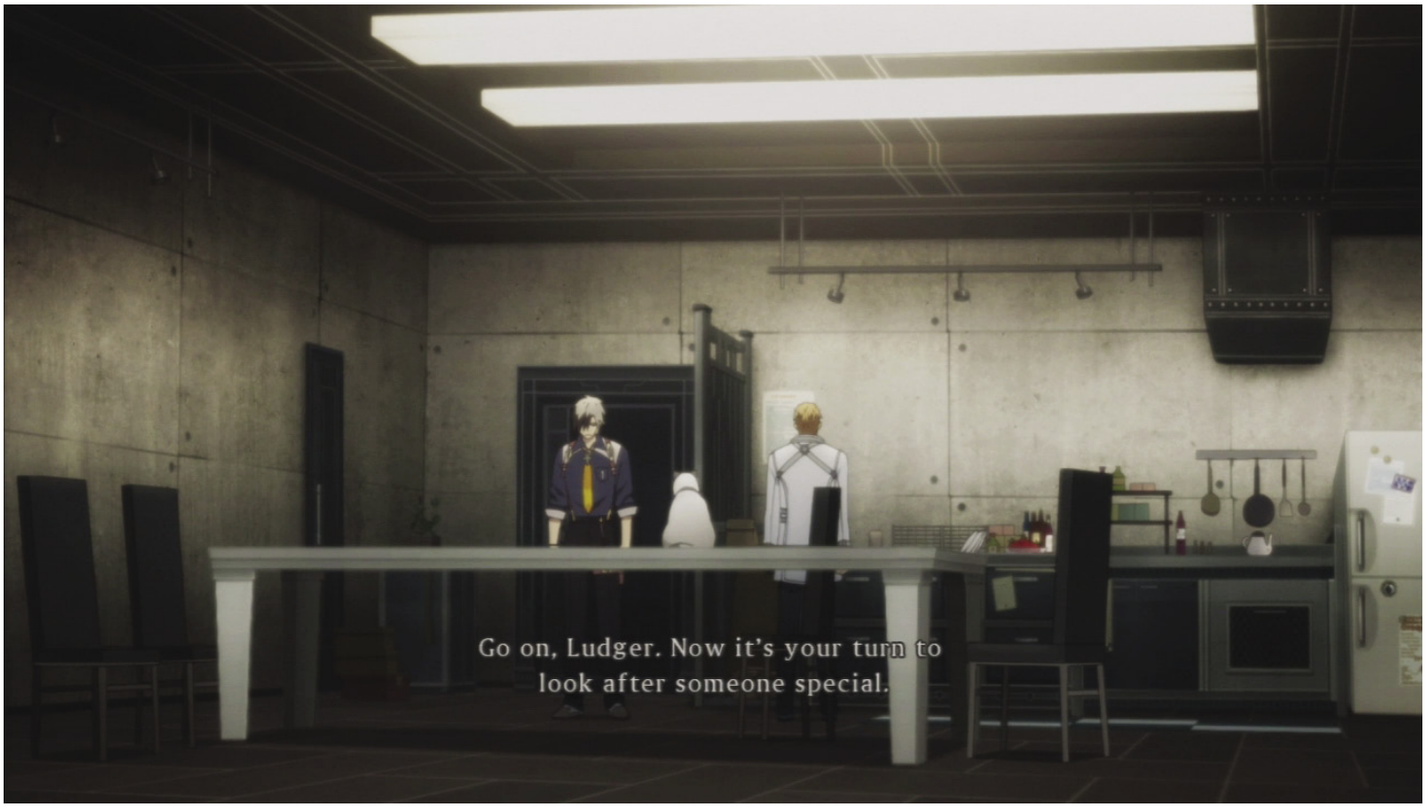


1 2 3 The previous battle sends you into a Fractured Dimension at Trigleph. Return to your apartment for a final confrontation with Julius.

4 After the events play out in your apartment, you will appear in Marksburg—Rieze Harbor. Speak to all of your teammates to view several bonus scenes.

5 Speak to Milla or Jude to trigger a combined bonus scene if the requirements are met.

Bonus Scene: Jude (completed Jude Episode 4)

Bonus Scene: Milla (completed Milla Episode 5)

What did Julius say?

L1: **Create your perfect world .**

R1: **That's between him and I.** (Julius affinity +500)

6 Speak to Elize or Alvin to trigger a combined bonus scene if the requirements are met.

Bonus Scene: Alvin (completed Alvin Episode 4)

Bonus Scene: Elize (completed Elize Episode 3)

7 Speak to Leia or Muzét to trigger a combined bonus scene if the requirements are met.

Bonus Scene: Leia (completed Leia Episode 3)

Bonus Scene: Muzét (completed Muzét Episode 3)

8 Speak to Rowen or Gaius to trigger a combined bonus scene if the requirements are met.

Bonus Scene: Rowen (completed Rowen Episode 3)

Bonus Scene: Gaius (completed Gaius Episode 3)

Debt Repayment Interval 15-16

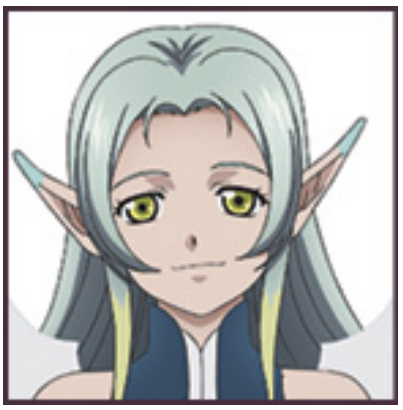
Payment Required	None

Character Episodes

Jude 5	
Location	Kanbalar
Reward	Teepo Mittens, affinity +500

Alvin 5	
Location	Xian Du
Reward	Squid on a Stick, affinity +500

Rowen 4	
Location	Drellin
Reward	Pointing Stick, affinity +750



Muzét 4	
Location	Marksburg
Reward	Sweet Dumplings, affinity +750

Milla 6	
Location	Hamil
Reward	Fangirl, 50000 gald, affinity +500

Elize 4	
Location	Sharilton
Reward	Teepo Umbrella, 50000 gald, affinity +750

Gaius 4	
Location	Trigleph
Reward	Festival Paddle, affinity +750

Bonus Episode*	
Location	Marksburg
Reward	Skill Tome: “Perfect Harmony” JD, Skill Tome: “Dynamic Duo” ML, affinity +500 for all teammates

Note

*: Complete Milla Episode 6, Jude Episode 5, Alvin Episode 1, and enter the land of Canaan once.

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Julius' Watch	Anywhere	—	L1: Jude +250 R1: None	Ludger Jude Elize Alvin Leia

Event Quest

26 The Shrinemaiden’s Request**

Client	Party	Item/Task	Location	Description	Reward
Shrinemaidens Tess and Patel	All	Please come quickly!	Xailen Woods Temple—Worship Hall	We’re being attacked by the Great Spirit of Eternity! Come to Xailen Woods Temple, quick!	9000 gald, 2880 Points, Accel

27 Balan’s Plea***

Client	Party	Item/Task	Location	Description	Reward
Balan	Ludger, Jude, Rowen	50 KG’s of quality beef.	Helioborg Research Station—13F—Laboratory	The beef I ordered from Samsara Trading in Fennmont is in! Bring it to the research center!	9000 gald, 2880 Points, Hunter’s Monocle

28 Once Mercenaries****

Client	Party	Item/Task	Location	Description	Reward
Erston Outway	Ludger, Rowen, Muzét	Erston’s Letter	Marksburg—Elym Harbor Hotel	There’s a letter at the inn in Kanbalar. Can you deliver it to Tanner? He should be in Marksburg.	8200 gald, 2624 Points, Gaius’ Headband

29 Traces of Kinship: Part 3§

Client	Party	Item/Task	Location	Description	Reward
Vera	Ludger, Jude, Milla	Code-J Data 3	Spirius Corporation—Entrance	A Code-J Data was seen at an antique shop in Sharilton. Get in and bring it to Spirius Corp.	8300 gald, 2656 Points

Note

**: Appears after Hassle at the Tatalian Abyss 8.

***: Occurs after the end of Jude Episode 5.

****: Occurs after the end of Gaius Episode 4.

§: Appears after completing Chapter 15 and entering the Land of Canaan.

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Jolyne's Plea—Part 9	Silver Token	Meadow Crystal	Old Vicalle Mine	800 gald, 500 Points, Bedhead
Can't Buy It Anywhere	—	Prototype Booster	Labari Hollow	800 gald, 100 Points, Wind Tunnel
Familial Love	Gold Seal	Rare Metal	Barnauer Highroad	800 gald, 100 Points, Black Mail

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 7§§	Gold Seal	Lizardman	Tatalian Abyss	38600 gald, 9650 Points
Jolyne's Plea—Part 8	Silver Token	Western Wolf	Catamar Heights	800 gald, 500 Points, Pipe
Gimme Freedom	Gold Seal	Bacura	Various Places§§§§	800 gald, 100 Points, Skill Tome: "Walking Armor" LU
Slow on the Uptake	Gold Seal	Silver Bacura	Various Places§§§§	800 gald, 100 Points, Cookware
Please!	Gold Seal	Bronze Bacura	Various Places§§§§	800 gald, 100 Points, The Longshank
I Expect Much of You	Gold Seal	Gold Bacura	Various Places§§§§	800 gald, 100 Points, Chopstick Boomsticks
Grass Research	—	Filindine	Fezebel Marsh	800 gald, 100 Points, Shining Steam
Golem Slayer Wanted	Gold Seal	Golem Shade	Labari Hollow	800 gald, 100 Points, The Black Helm
Hassle at the Tatalian Abyss 8§§§	Gold Seal	Neo Dragon	Tatalian Abyss	38600 gald, 9650 Points

Note

§§: After completing Hassle at the Tatalian Abyss 6.

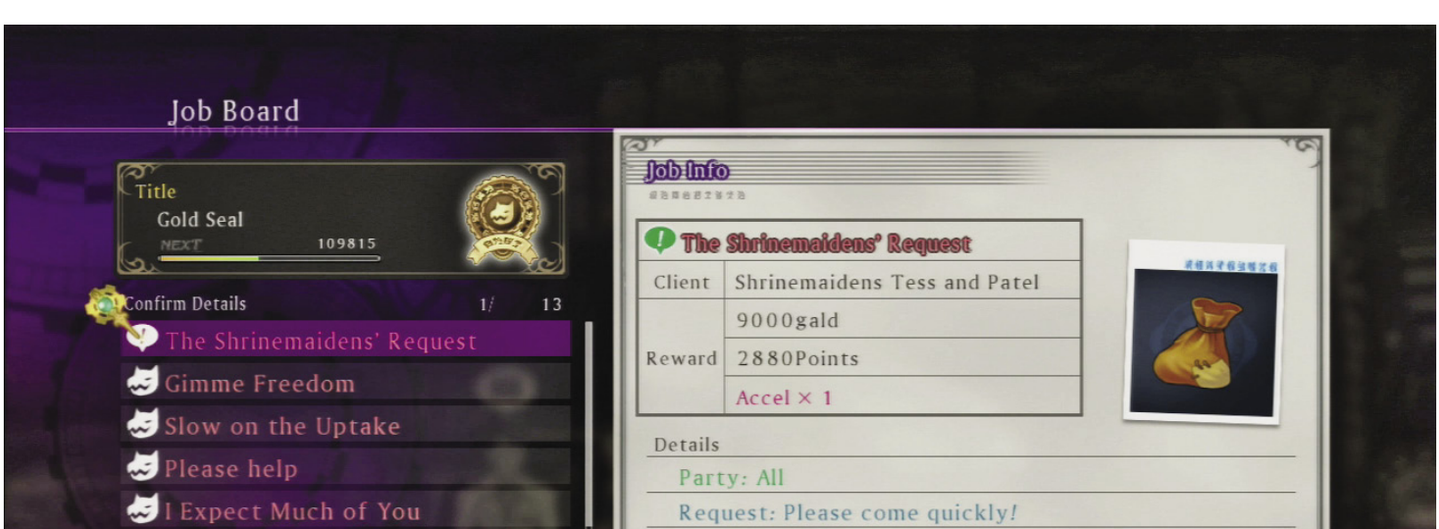
§§§: After completing Hassle at the Tatalian Abyss 7.

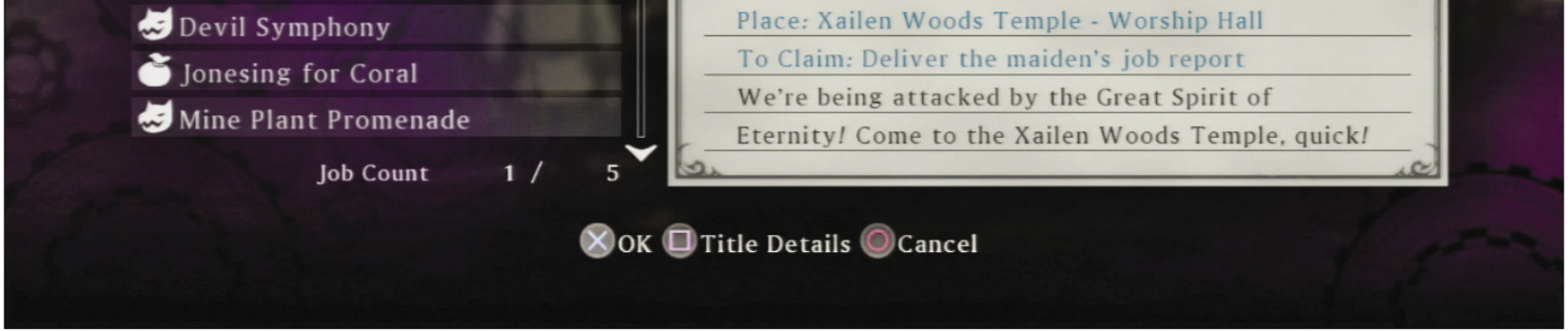
§§§§: Bacura locations shown in Walkthrough Tips.

An Extra Episode Appears

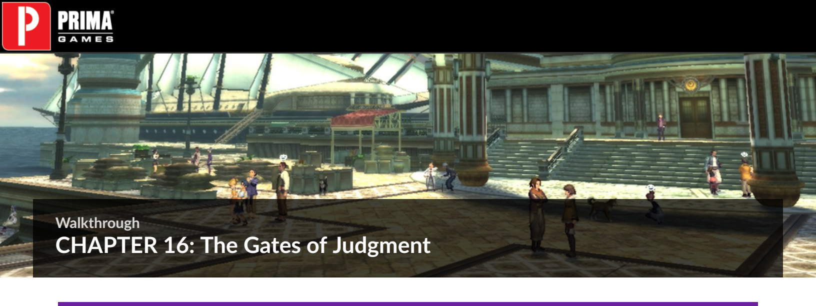
Many characters' final episodes appear during this interval, and they provide closure to the story arcs you have been following. All of these episodes provide a chance to increase affinity with Ludger, but the Jude, Milla, and Alvin ones are particularly important. If you've cleared the character episodes of these three characters, talk to Ivar in Marksburg's Rieze Harbor to start the Bonus Episode. The Extra Episode provides another opportunity to boost affinity with your comrades, and has an important piece of Jude and Milla's story, so you should definitely do it!

All the Quests are Conditional Event Quests





The event quests in this interval offer powerful equipment as rewards, but all of them have conditions to unlock. Some require you to have entered Canaan, some have other quests as prerequisites, and some need you to have completed a certain character episode first. If a quest doesn't appear for you, check the conditions to see what you need to do.



Walkthrough

CHAPTER 16: The Gates of Judgment

Dungeon

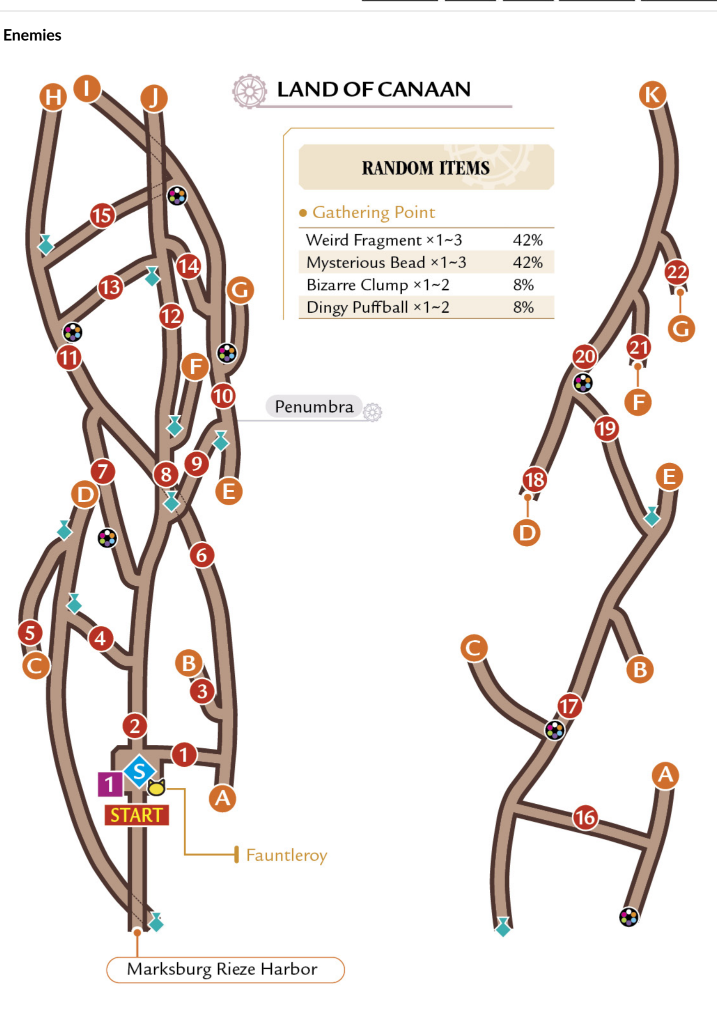
Land of Canaan

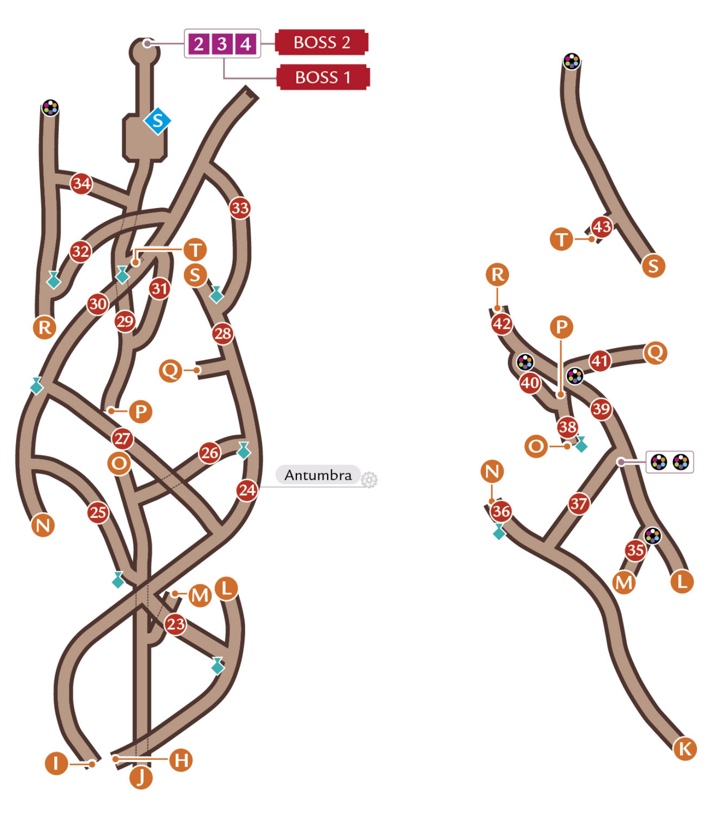
Required Teammates	Ludger
Inn Price	–
Elemental ore	24–75
Enemies Level	72–76
Cats	Fauntleroy

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Land of Canaan	Etc.	Haven't Tried It	—	—	—	Milla, Alvin, Elize, Rowen, Muzet

Enemies





Chrono Harpy

Type	
HP	7170
Weak	
Strong	

Chrono Snake

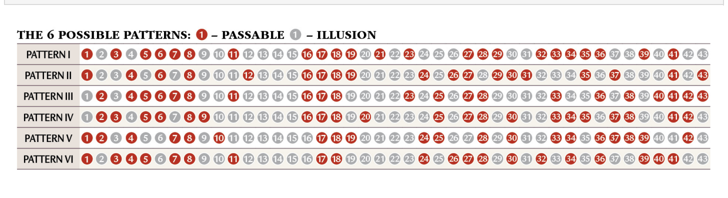
Type	
HP	28680
Weak	
Strong	

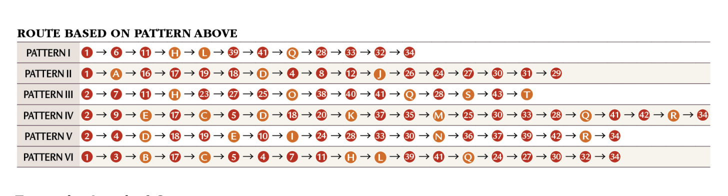
Chrono Scorpion

Type	
HP	7600
Weak	
Strong	

Chrono Skeleton

Type	
HP	6668
Weak	
Strong	

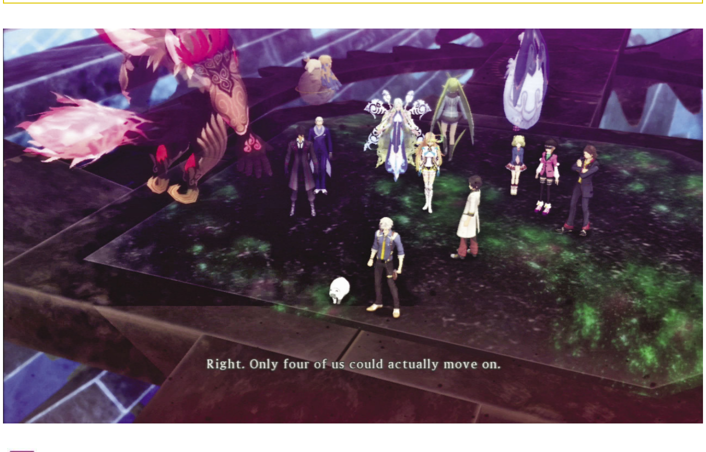




Enter the Land of Canaan

Note

This upcoming section is very difficult to navigate and is very narrow, which means you will run into enemies a lot! Make sure you are fully stocked on all items and foods, but try to conserve them as much as possible for the final boss battle.

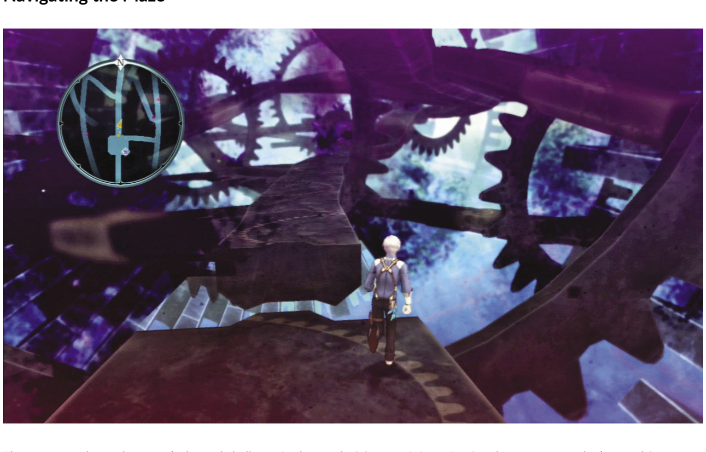


1 When you're prepared for the final area, enter the Land of Canaan through the spirit gate in Marksburg. Miasma creates a toxic fog in the Land of Canaan and only four party members can make the journey to Origin. The choice isn't critical, but you should pick at least one character that excels at healing.

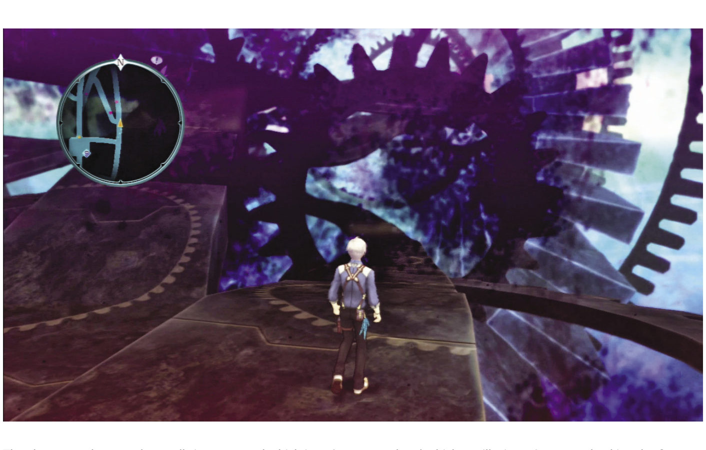
Fauntleroy is a dark feline and is very hard to spot near the save icon at the entrance to Canaan.

Because of the enemies' opposite strengths and weaknesses, it is difficult to use a weapon with an elemental property. Thus, simply choose a weapon for each category with the highest attack power. Pay attention to the Chrono Harpies that are resistant to all physical forms of attack and concentrate on using Fire or Light artes such as Crimson Fury and Falling Thunder, respectively. The toughest foe in this area is the Chrono Snake. This beast has a lot of HP and deals heavy damage, but luckily it is pretty slow. Prey on its weakness to Wind damage and use Migrating Sparrows to fire away from a safe distance.

Navigating the Maze



The monsters themselves aren't the real challenge in the Land of Canaan; it is navigating the area so you don't spend forever roaming around and depleting your resources. The in-game map is very deceptive, because it shows the possible path, but not actual breaks in the paths. Space is being warped around you to create illusionary routes, and you won't know if the path is complete until you are up to the edge where the walkway will vanish as you try to step on it.



The chart near the map shows all six routes and which junctions are real and which are illusions. Start out checking the first section at point 1. If this is an illusion, you are on pattern III or pattern IV. Both of these patterns have a real path at point 2, and the final test is to check point 3. If point 3 is a real route, you are on pattern IV. If it is an illusion, you are on pattern III. Likewise if point 1 was passable, you would check the next several points (2–4) to determine which pattern you are on.

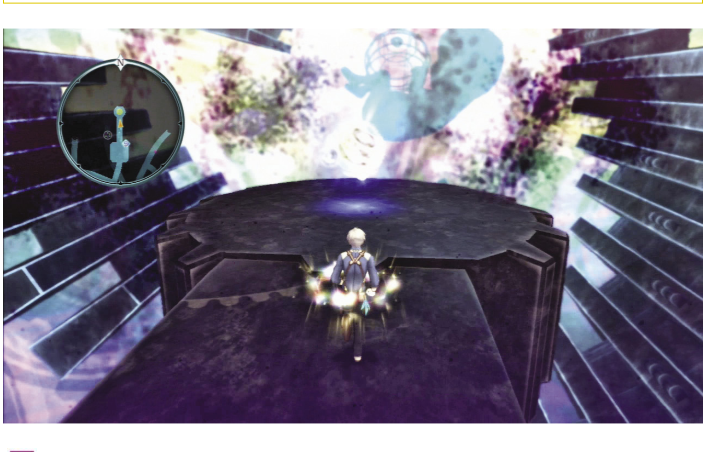
Note

Identify one of the six patterns you are on with the first chart, then use the second chart to follow the suggested route to the boss.

Once you figure out which of the six patterns you currently have, refer to the second chart to find the quickest route to the end. From the example above, if you are on pattern III, the route you would take is to go north past point 2, curve to the left through point 7, continue left through point 11, and exit the first section at point H. H will put you at the next map, the Antumbra, and you continue to follow the suggested route, going right to reach point 23 and taking the first left to the branch containing number 27. Then you must cut back southeast using the branch at point 25 to exit through point O and so on.

Note

Each time you leave and reenter the Land of Canaan, you must check which pattern is the correct one.



2 When you finally reach the end of this maddening maze, save your game, heal your party, and enter the Gates of Judgment when you've steeled yourself.

A futile plan, as you can see.

L1: **What did you do to Elle?**

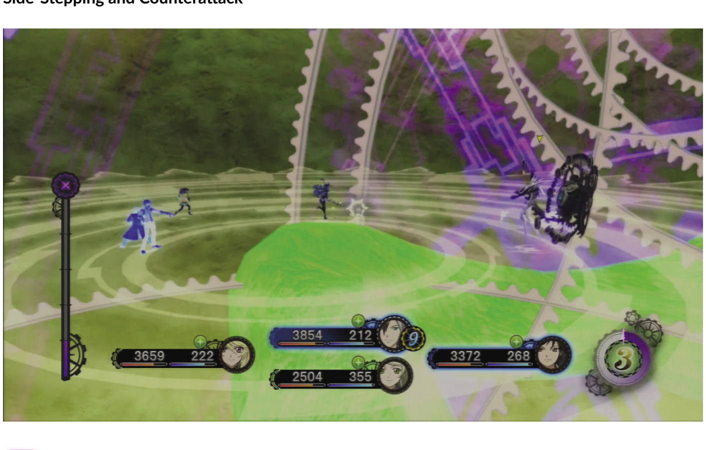
R1: **Why go to such lengths to stop us?**

BOSS Chronos

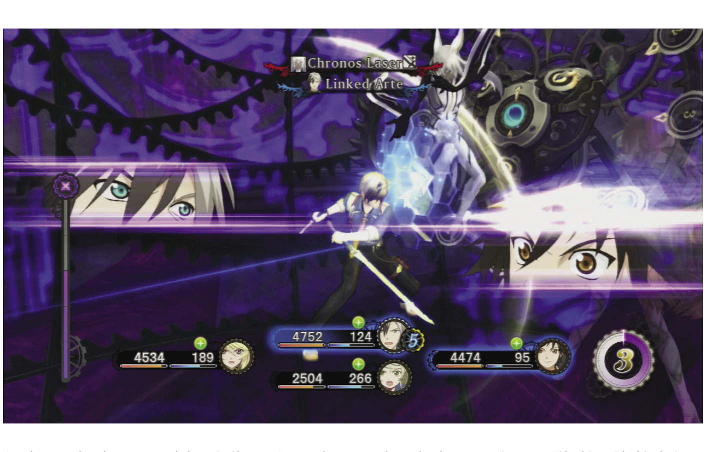
Level	75–79
Iron Stance	50
HP	223200–234000
Weak	—
Strong	

Drop	—
Steal	Working Gear (5%)

Side-Stepping and Counterattack



3 Chronos has several deadly attacks to be aware of: the first is Gravity Meteor. This is an extremely powerful arte Chronos uses after Time Compression. It doesn't have the widest range, so start running once you see that's what he's using.



Another attack to be concerned about is Chronos Laser, a long-range laser that he sweeps in an arc. If he hits with this during Over Limit, he'll chain it into his mystic arte, so run away or transform!

All of Chronos's attacks are super powerful, so if you take your eye off the ball here you'll be dead. However, the price for their power is the long window of vulnerability they provide for counterattacks. Evade his attacks and then move in to retaliate. For a great counterattack, watch out for his Tetra Assault. It's deadly, but it takes a while for the boss to use it and it only hits in the area in front of him. When he starts using it, side-step around him and prepare to attack from the side.

Continue your assault on the boss and wipe out the Chronos Bits if they are summoned or they could interrupt your combos. When Chronos gets to half his max HP, he'll use Time Compression to reverse time back to the start of the battle. It's imperative that you cancel this attack by transforming, so keep a close eye on Chronos's remaining HP, and don't knock him down to the halfway mark until your chromatus gauge is full.

Note

The battle with Bisley follows immediately after this one, so heal up before you deal the finishing blow.

What are you doing here?

L1: **Why'd you take off on your own?**

R1: **I promised I'd come.** (Elle affinity +250)

Please, wish away the Fractured Dimensions.

L1: **I'm going to wish that Elle be saved.** (Elle affinity +250)

R1: **Bisley, I won't let your wish be granted.**

Bonus Scene: Jude (completed Jude Episode 6)

BOSS Bisley

Level	77–81
Iron Stance	60
HP	320040–335160
Weak	—
Strong	—

Drop	Elysium (100%)
Steal	"Ex Machina" Whiskey (5%)

Seize Small Opening While Charging Chromatus Gauge

4 Several of Bisley's artes can wipe out a character with a single move. The Blazing Comet attack has a short range, but high power and a chance at an instant KO. It's a Light-type attack, so use a Syrup Bottle to ward off the Confusion ailment.

Absolute Fist is an extremely powerful mystic arte that is virtually guaranteed to deliver a KO. Stay far away from the boss when he is in Over Limit.

Bisley's attacks are powerful and leave very small openings to retaliate. If you face him head on, you'll be in for a tough fight. Side-step and back-step religiously while sneaking in small attacks where you can. If you try normal combos when attacking (instead of weakness-exploiting ones), you'll face a damaging counterattack. So instead, fire off artes without attempting to chain them into combos and deal damage with Linked Artes when you can. Your primary goal is just charging your chromatus gauge. Also, note that Bisley stops moving to use his Style Change arte. This is your chance to strike or get in some healing.

When Bisley gets down to 10% of his max HP, an event will trigger in which he regains a portion of his HP before resuming the fight. Even if you used up your chromatus gauge, you'll resume the second phase of the fight in your transformed form, so it's to your advantage to use your transformation towards the end of the first fight. Finally, when you knock Bisley down to 0 HP in that second round, Ludger will automatically transform so that he can use his transformed mystic arte to deliver the finishing blow.

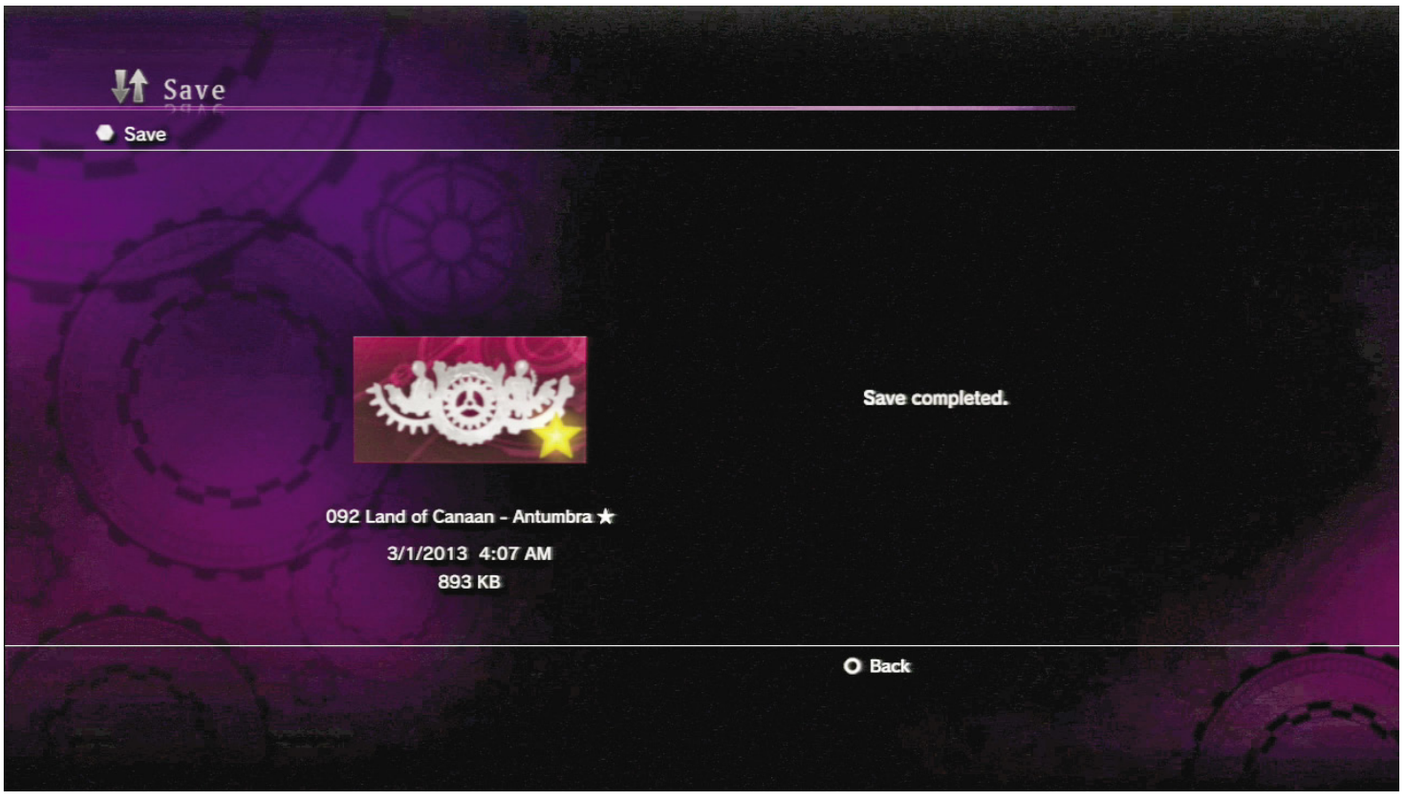
Bonus Scene: Milla (completed Milla Episode 6)

The last set of choices will determine which ending you will get. We won't spoil the outcome, but to earn the "normal ending" choose L1 each time and to receive the "true ending" select all the R1 choices.

Walkthrough

Post-Game

It's NOT Over



When you clear the game, that is not the end of *Tales of Xillia 2*. After completing the Main Story, you can save your game with a save file that has a gold star to indicate your accomplishment. Load that file to continue in the second half of the Land of Canaan. This is a great opportunity to view the other ending (see details in Side Quest). In addition there are new items to obtain as well as second-generation EX Elite Monsters.

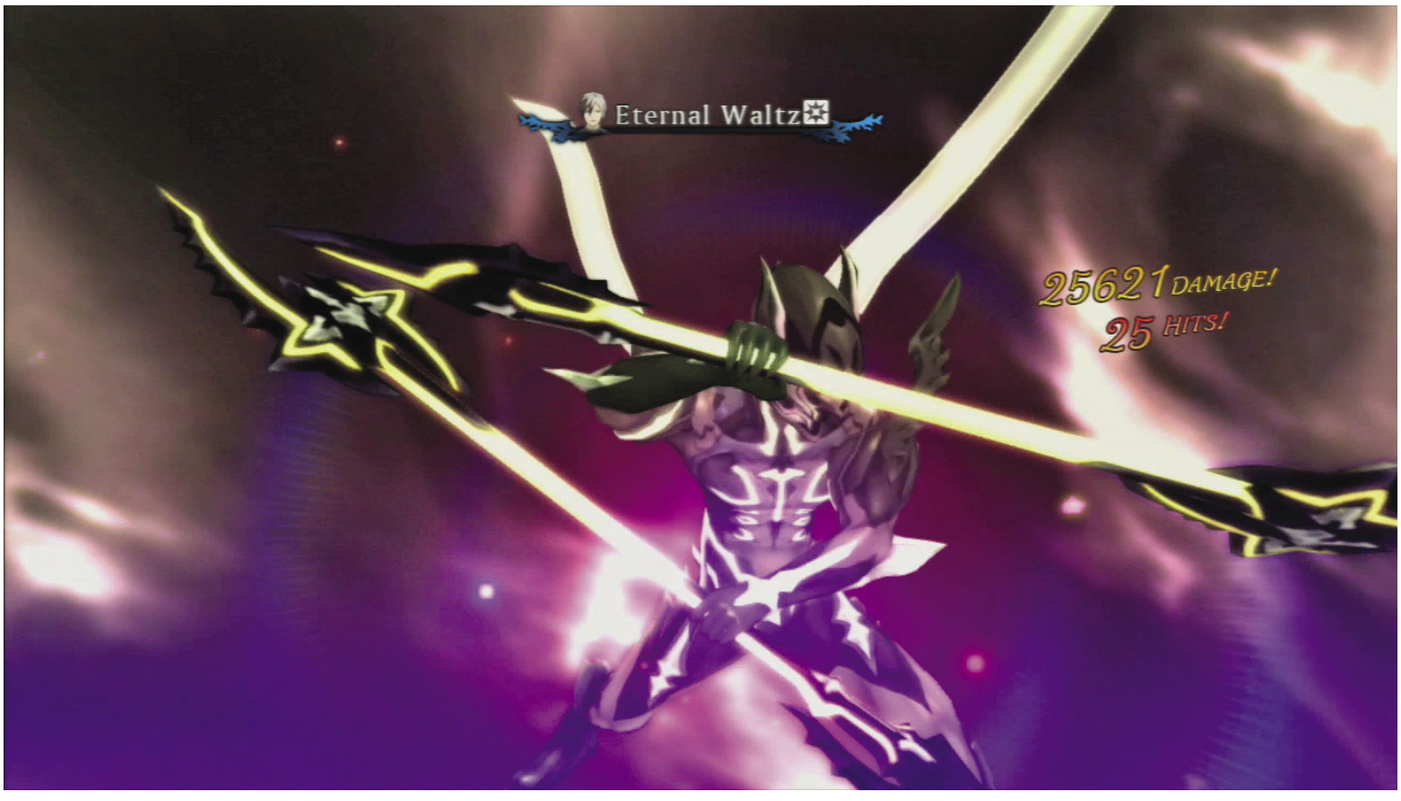
Acquired When Completing the Game

Item Name	Details	Remarks
Color Variation (Ludger)	Ludger's Outfit	Obtain upon receiving title "Chromatus Control"
Victor's Outfit (Ludger)	Ludger's Outfit	—
Arte Tome: "Endless Waltz"	Ludger learns the Endless Waltz martial arte	—
Bonds of Shadow	Can enter Illusionary Darkness despite the Affinity Level	—

1,000,000 Gald	Available only once upon clearing the game	—
Title “Chromatus Control”	Obtain 100 Grade Points	Use of Ludger Chromatus is under 50 times upon completing Chapter 13.
Title “The Fatalist”	Obtain 200 Grade Points	Have seen Ludger’s ending
Title “Beyond Judgment”	Obtain 500 Grade Points	Have seen Elle’s ending

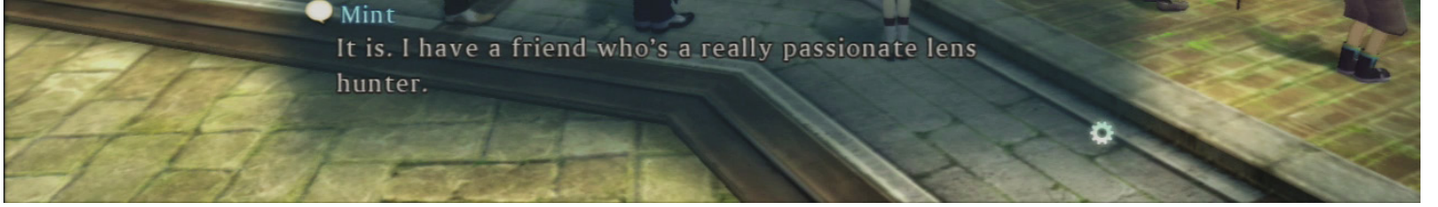
New Options After Completion

Chromatus Power Up



The Chromatus is increased to the four stages, and when transforming at stage four all attacks will have increased power. You will also learn two new skills—Overdrive and Chromatus Drive—that can be used when transformed. When using a mystic arte in a full Chromatus state, an unique effect and motion is available. Normally, on first-round game play, it is only available when defeating the last boss enemy, Bisley.

New Event Quests

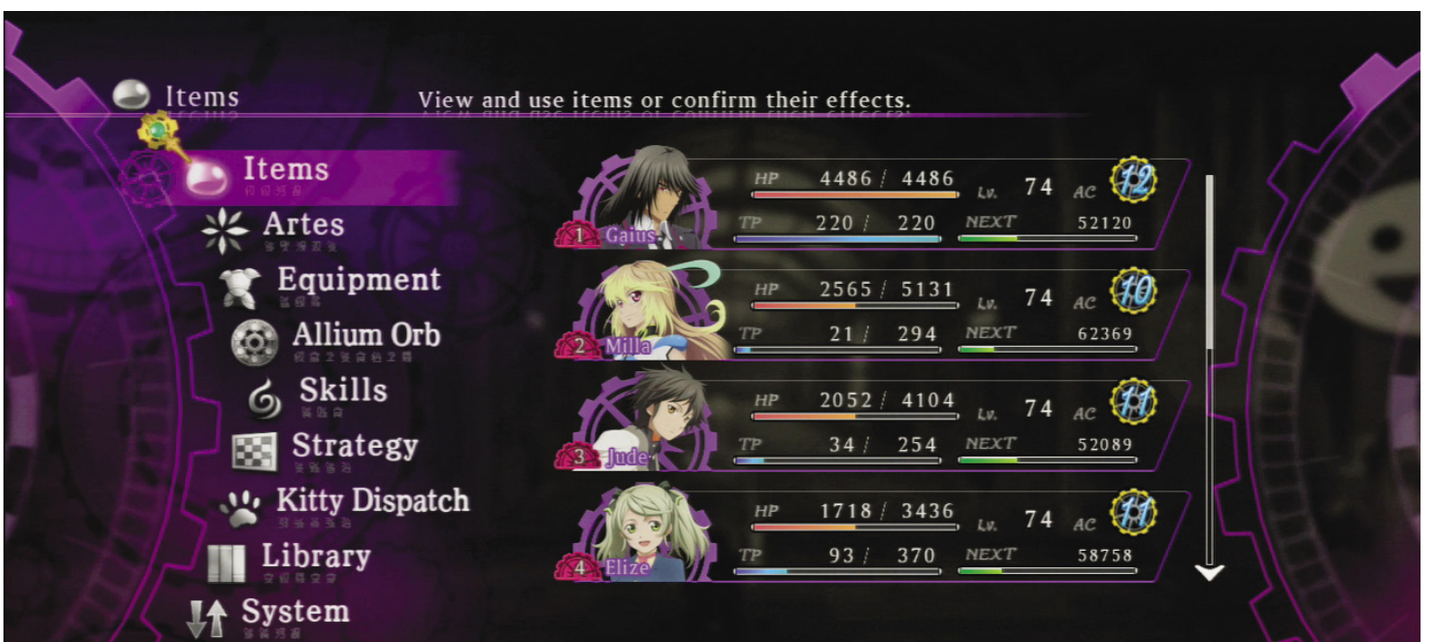


Three new Event Quests will appear: Femme Fatales-Part 1, Femme Fatales-Part 2, and Traces of Kinship—Part 3. The first is from a familiar name from the Tales Series. Mint is looking for some Prism Lenses, and you should pay her a visit in Sharilton when you have them. For complete details on all three quests, check the Event Quest section of Side Quests.

EX Elite Monsters

After clearing the game, the defeated monsters respawn as more powerful versions (EX) in the same places you originally found them. An Elite Monster that had not been dealt with before finishing the game will be replaced with the EX Monster once the original ones have been defeated.

Ludger Can be Replaced

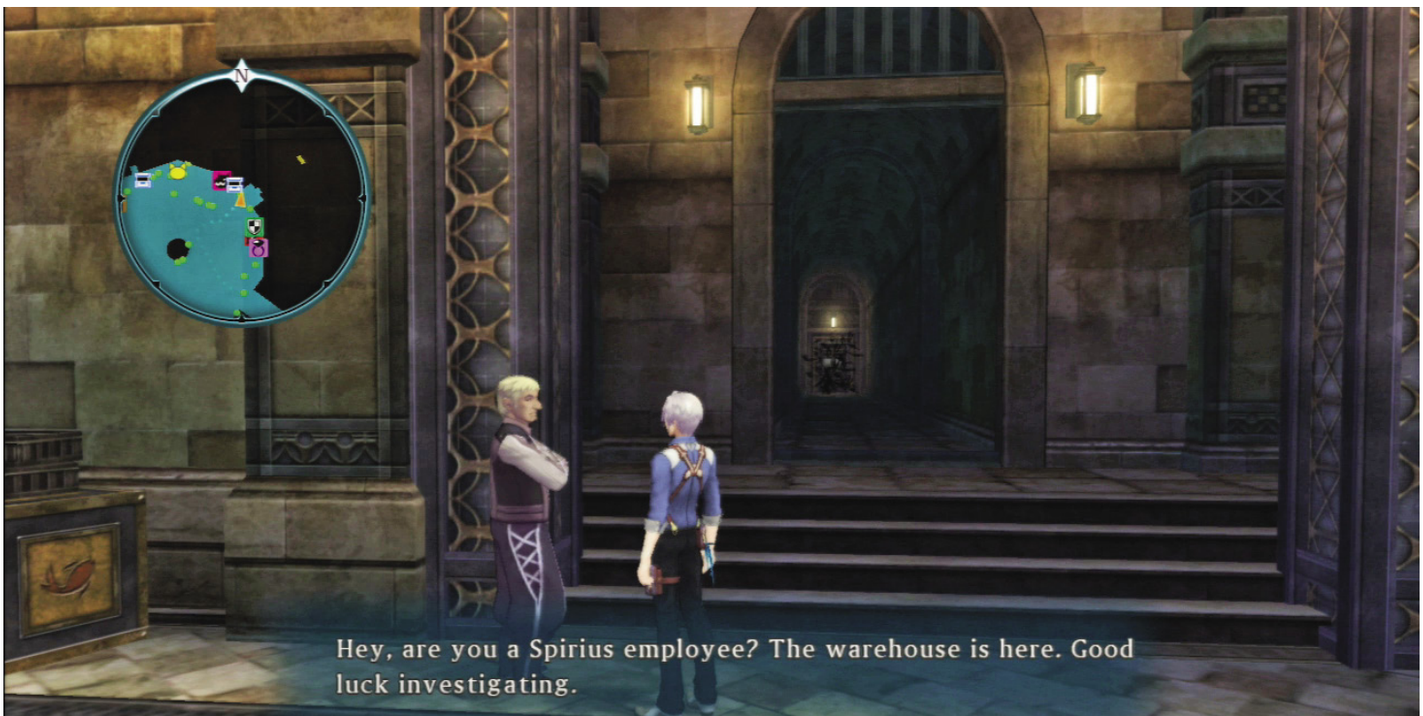


Ludger can now be placed as a sub-member in the party and no longer has to lead. This means he can be swapped out completely! Ludger is one of the strongest characters in the game, but leaving him behind is a great way to try out the other teammates and offers more flexibility to build new teams.

Increased Difficulty

A new EX rank is added to the Coliseum that kicks the challenge up past the previous Elite Rank. There is also a new “unknown” level of difficulty that can be selected in New Game+.

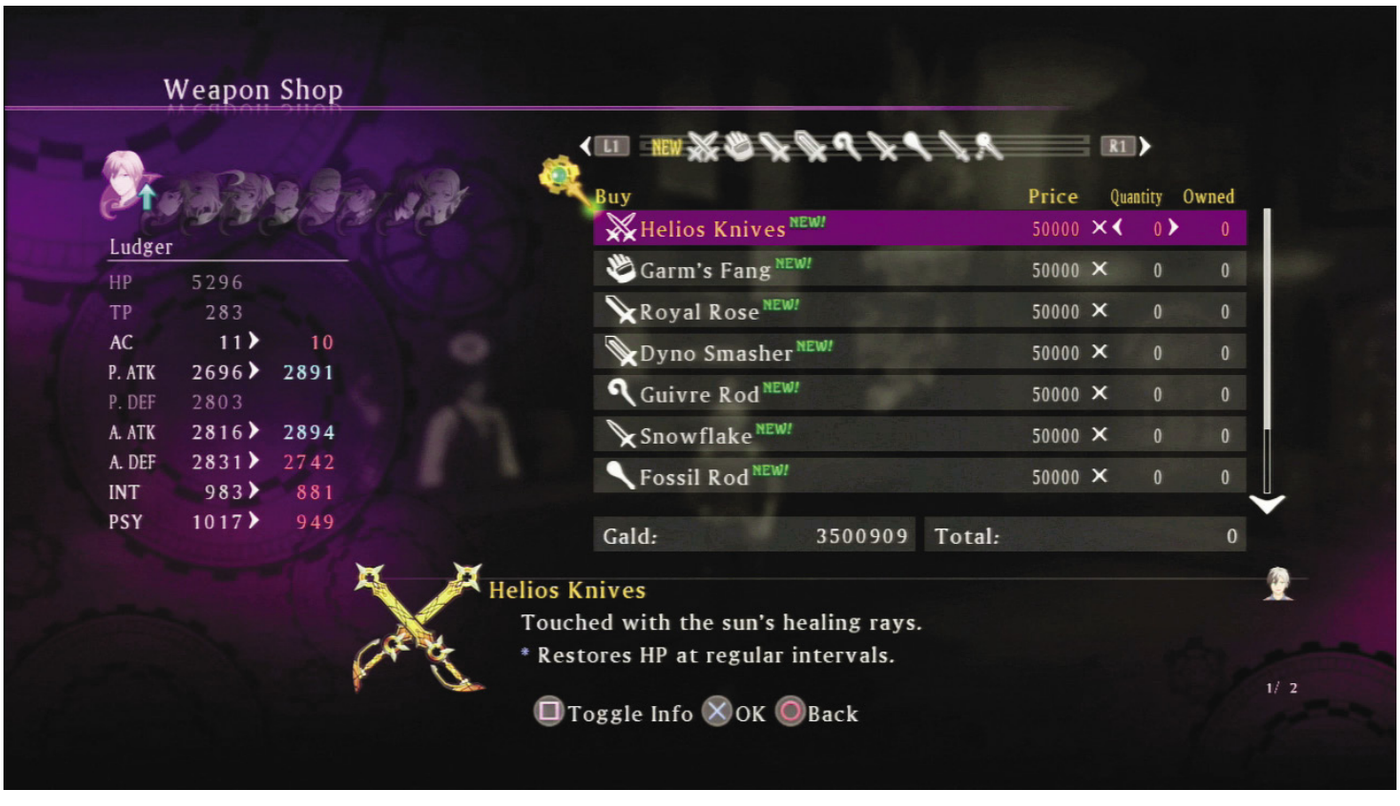
Illusionary Darkness



When you complete the game's Main Story mode, a new event triggers when you approach the 1F entrance of the Spirius Corporation. After that, the entrance to the Illusionary Darkness appears in a Drellin—Central Plaza warehouse.

This is an extremely difficult dungeon, rife with 100+ level foes, so you'll need a disciplined strategy to succeed. If you do, the boss in its deepest depths will emerge to appear as a special guest in the Expert rank of the Coliseum. Check out all the details of this difficult dungeon in the Side Quest section of this guide.

New Shops and Awesome Items



Several new shops are now open for business, and they have some great gear to upgrade your entire party. Make sure to check out the Custom Orders to create incredible equipment as well as life-saving items.

Unlocked Once Save File with a Cleared Mark Is Created

Location	Store Type Unlocked
Fennmont—Samsara Trading Post 2F	Weapon, Armor, Accessory, and Tool shop
Nia Khera—Residence	Hidden Accessory shop
Leronde Lodge	Food shop
Orda Palace—3F—Archives	Tool shop
Sapstrath Deepwood	Herb shop

Unlocked Upon Completing EX Challenge in the Xian Du—Coliseum

Location	Store Type Unlocked
Felgana Mine	Armor shop
Nala Lava Tubes	Weapon shop

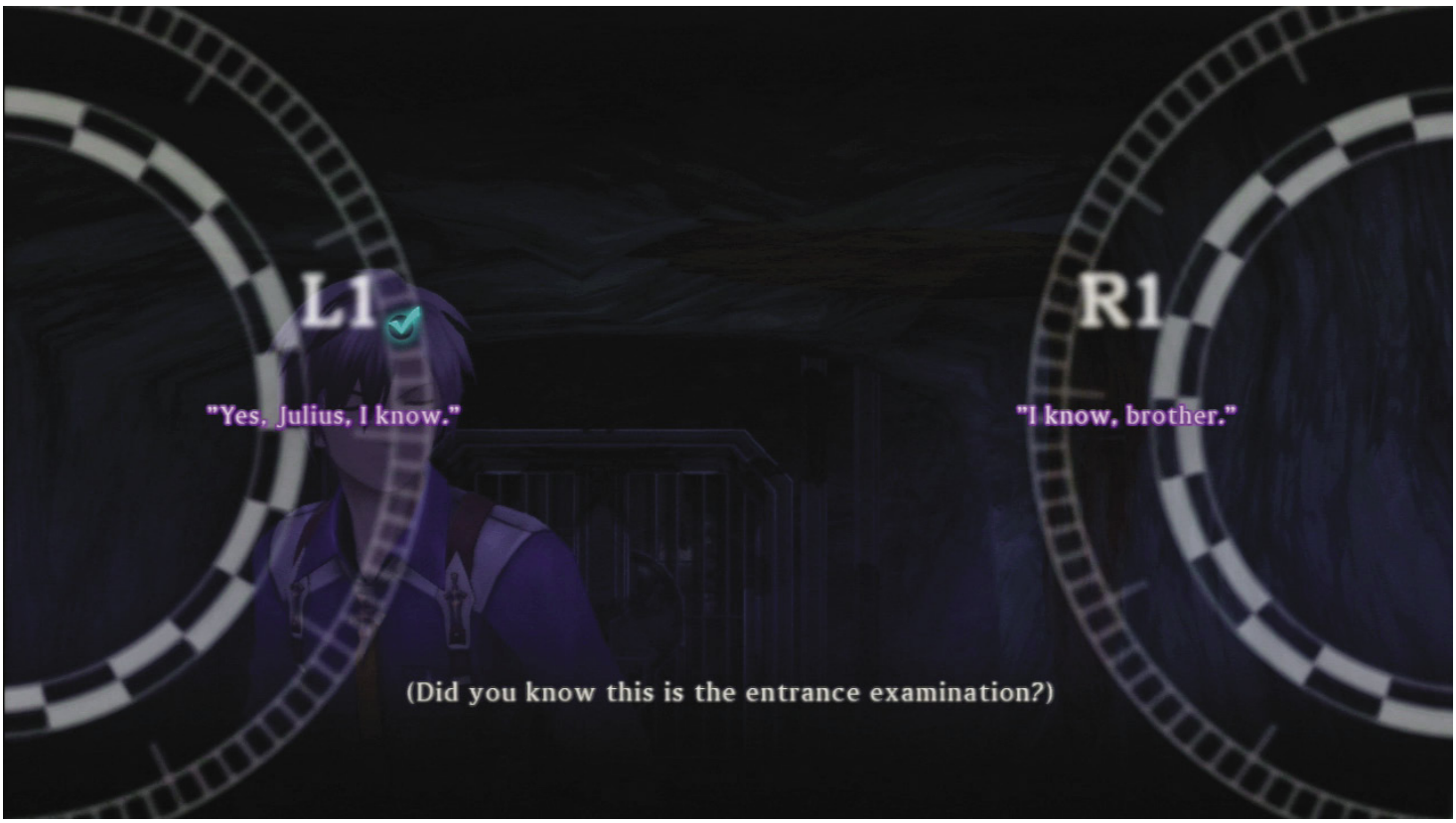
New Game+

The other option after clearing the game is to start the game over selecting New Game+. However, the trick is that you don't simply get to keep everything you have earned in the previous play through. You must enter the Grade Shop and use the points you have accumulated from earning titles to buy the options you want to carry over. Note that several things like Monster and Item records will carry over automatically.

Grade Points	Items	Description
—	Inherit Titles	Automatic
—	Inherit Battlebook	Automatic
—	Inherit Xillia Glossary	Automatic
—	Inherit Monster Record	Automatic
—	Inherit Item Record	Automatic
—	Inherit Skit List	Automatic
—	Inherit Records	Automatic
—	Inherit Game Play Time	Automatic
0	Ludger's Voice	Play Ludger's voice when you make a selection.
300	Max Item Capacity: 30	Raise the maximum number of each item, weapon, armor, and accessory you can carry to 30.
1000	Max Item Capacity: 99	Raise the maximum number of each item, weapon, armor, and accessory you can carry to 99.
100	Inherit Consumable Items	Inherit your consumable items.
200	Inherit Material Items	Inherit your material items.
200	Inherit Fashion Items	Inherit your costumes, hairstyles, and attachments.
500	Inherit Accessory Items	Inherit your accessory items.
500	Inherit Extractor	Inherit your extractor.
300	Inherit Special Items	Inherit your item sphere, item sphere plus, winged boots, and artes sphere.
1500	Inherit Skill Items	Inherit items that teach artes or skills.
400	Inherit Special Arms	Inherit Alliance Arms, Devil's Arms, and weapon abilities.
700	Inherit Special Weapons	Inherit your special weapons. (Does not include Alliance Arms or Devil's Arms.)
300	Double Experience	Earn twice the usual experience points in battle.
2000	5x Experience	Earn five times the usual experience points in battle.
300	HP +1000	Ally HP will increase by 1000.
300	Double Gald	Earn twice the usual amount of gald.
200	Double Item Drops	Double the chances of receiving dropped items from enemies.
1500	Unlock Skits	Unlock all skits to view in the Library.
300	Double Gauge Growth	Double the rate at which your Linked Artes Gauge fills.
500	Maximum AC +1	Increase starting AC by 1.
1000	Maximum AC +2	Increase starting AC by 2.
100	Inherit Arte Usage	Inherit your arte usage tracker.
2000	Inherit Artes and Skills	Inherit the artes and skills gained via your extractors.
300	Increase Power Combo Damage	Increase your damage dealt from power combo attacks.

200	Increase Power Combo Time	Increase the duration of your power combos.
100	Triple Critical	Triples the critical rate of friends and foes alike.
100	Double Damage	Doubles damage dealt by friends and foes alike.
500	Reduce Arte Cost	Halve the TP cost of all artes.
200	Ludger Chromatus (Lv. 2)	Grants Ludger a second level Chromatus from the start.
500	Ludger Chromatus (Lv. 3)	Grants Ludger a third level Chromatus from the start.
1000	Ludger Chromatus (Max)	Grants Ludger a max level Chromatus from the start.
1000	Inherit Affinity Level	Inherit Ludger's affinity level with all characters.
600	Inherit Merit Points (All)	Inherit all of your Merit Points from jobs.
300	Inherit Merit Points (Half)	Inherit half of your Merit Points from jobs.
1000	Inherit Kitty Dispatch	Inherit most of your cats and their dispatch data. (Does not inherit item collection status.)

Decision Detector



Going through the entire game again, you will have many advantages thanks to the Grade Shop. One additional benefit is that you will be able to see the choices you made in the dialogue options as indicated by a green check mark. You are free to make the same choice again or try another option.

Game System

Game Progression

Chapters

Each of the sixteen Chapters follows in chronological order with a set of objectives you must complete. During the Chapters you can roam to other areas and perform Side Quests, but to make progress in the Main Story you must complete the tasks given to you. There are many unique situations that only occur during the Main Story, and it provides numerous opportunities to increase affinity with other characters. Each of the Chapters is broken down by area. For each area there are items, enemy lists, and maps for key locations and treasures. The Walkthrough guides you through only the essential parts of the Main Story. New areas that are not part of this Main Story are explored in the Intervals.

Note

During two parts of the Main Story, the player can choose between two Chapters. Whichever is chosen becomes the next Chapter and the other will follow after that.

Intervals

Note

An Interval is an interlude after most Chapters in the Main Story where you must earn gald (money) to repay your debt. During these intervals many new Side Quests will appear, such as Character Episodes, Elite Monsters, Item Quests, Event Quests, and Monster Hunts. None of those quests are mandatory, but you must earn gald to pay back the required amount before you can proceed to the next Chapter. The start of each Interval lists all available Side Quests and then proceeds to cover each new area that you can access.

Dimension Shifting

Prime Dimension

The Prime Dimension is what your characters consider their home. Essentially it is the original version of the world you are playing in. However there are many alternate dimensions that are very similar to your own.

Fractured Dimensions

These are alternate versions of the Prime Dimension, and while the geography is the same, the characters' lives and history can be vastly different. Throughout the game you will enter many of these dimensions to unravel the mystery of your own world. Note that shops may stock different items in these dimensions and all treasures are different between dimensions. The Fractured Dimensions have a muted look in terms of color palette and they are always denoted in the Walkthrough as (Fractured).

Differences Between the Real World and Fractured Dimensions

- Same areas have the same maps.
- Chests have different contents and may appear in different locations.
- You can never return to Fractured Dimensions, so get the items and treasures while you can.
- Splinter worlds visited in Character Episodes have their monster levels set when you enter them, so they may differ dramatically in difficulty from the real-world versions.
- You can only visit Fractured Dimensions during pre-set game events.
- There are no Job Bulletin boards or cats in Fractured Dimensions.
- You cannot leave Fractured Dimensions to visit other areas until you complete the objective for the Fractured Dimension.

Game System
Exploration

Using Maps

It's easy to find your next objective in the game thanks to the obvious icon system that highlights major objectives in each Chapter and Episode. To the right are the icons you will find in the auto map that will make navigation a breeze.

The in-game maps are loaded with icons and they are reproduced in the guide along with several new ones. The icons represent everything including treasures, shops, search areas, and even quest locations. On the next page is a list of all the icons used in the guide, which will become very familiar throughout your adventure.

Map Icons	
	Main Story Event Location
	Character Event Location
	Job Event
	Save Point
	Treasure Box
	Loot Bag
	Gathering Point
	Elemental Ore
	Kitty Discovered
	Job Board
	Inn
	Item Shop
	Weapon Shop
	Armor Shop
	Accessory Shop
	Food Vendor
	General Store
	These purple numbers indicate key locations on the maps.
	Event Quests
	Time-limited event quests
	Indicates areas where you can change elevation
	Treasure or Hidden Items
	Elite Monster location

Collect Items As You Explore

Pick up items on the field as you explore. There are four types. All random treasures respawn when you leave the area (by going to a non-adjacent area with a different name).

All random items are generated based on item tables that are specific to each game area.

Random Treasure in Loot Bag: Contains random recovery items, gald, food, or materials. Note that while these appear in the same places, as shown on the maps, it is random if they appear or not.

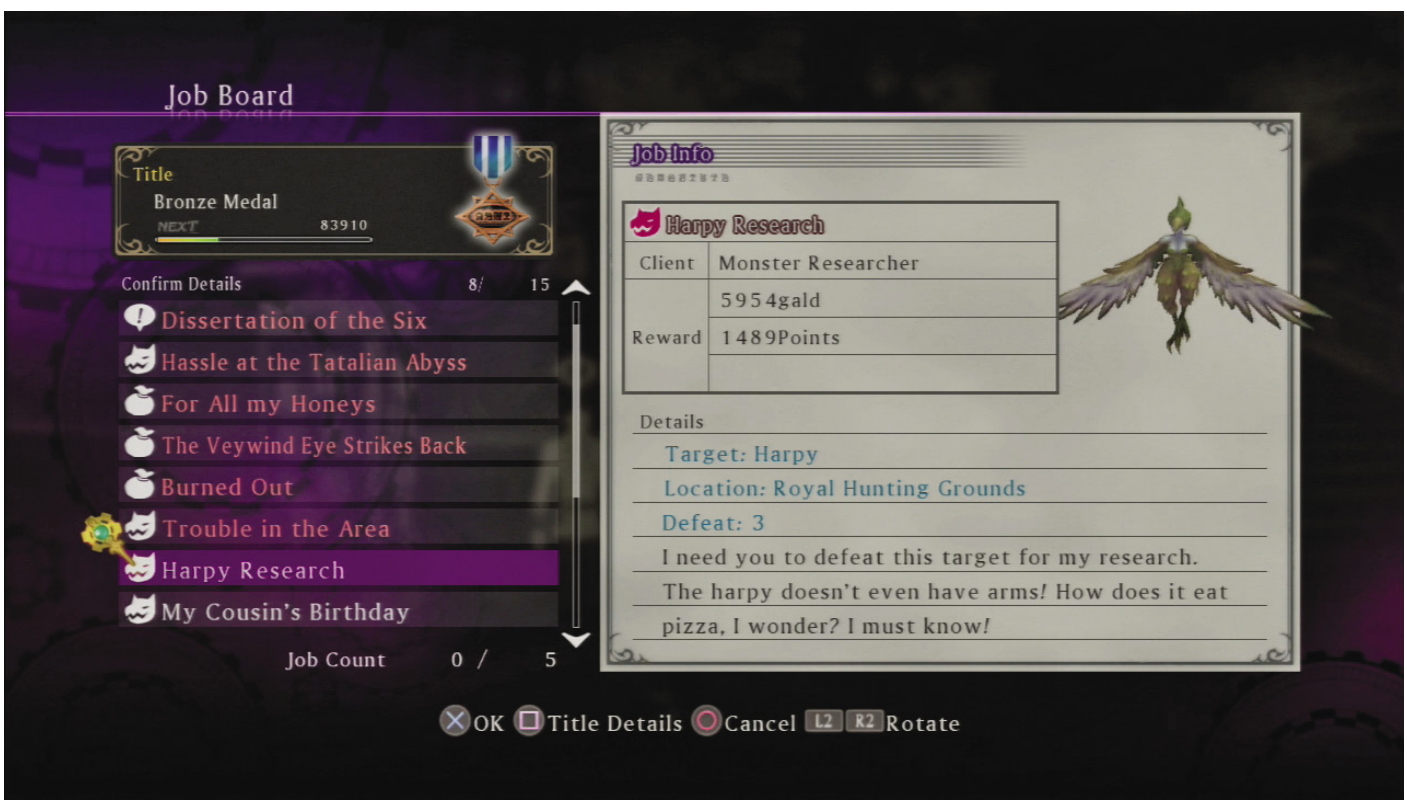
Random Item Gathering Point: Contains random materials only. Very common.

Random Treasure in Elemental Ore: Random amount of elemental ore.

Treasure Chest: Preset item. Can only be collected once.

Game System

Side Quests



To accept a quest, visit the Job Bulletin board in any town. These optional quests appear during the Intervals and are covered in their own section later in the guide. The color of the job indicates if it is finite (red) or random (white). The red quests have fixed objectives and items, and generally include all Event Quests. These are typically added during each Chapter, but some are added when you trigger something in the game. These quests usually won't disappear once they're added to the list, but a few may become uncompletable if characters leave your party. The white quests are randomly generated, and change in nature every Chapter. New quests replace old ones every 30 minutes. There are always eight to choose from, and when one is completed, a new one appears.

You can take on five jobs at a time, but some require a certain level of proficiency, presented as a job title. Job titles are awarded as various badges when you reach the goals for that level. To increase your title or badge level, you must complete jobs to earn points. It will become obvious throughout the game that many of the optional random missions will be required to help earn higher titles to eventually take on the red-specific tasks. These Side Quests are a great way to earn gald, experience, and rare items in one shot!

Side Quests Properties

- Report completed quests at the job board.
- Rewards are gald, quest points, or items.
- Earning points gets you higher quest titles; these are necessary to accept certain quests.
- Generally done during the Debt-Repayment Interval phase.
- You can accept up to five at a time.
- You can accept them during the Main Chapter, Intervals, or Character Episodes, but not in Fractured Dimensions.
- New quests are added at each new Chapter.
- You can quit an accepted quest, and then re-accept it later. However, if it's a random quest, some of its parameters may change.

Points Needed for Job Titles

Job Title		Points
	Wooden Token	1,800
	Wooden Badge	5,400
	Wooden Seal	19,000
	Wooden Medal	22,400
	Bronze Token	90,000
	Bronze Badge	128,500
	Bronze Seal	190,200
	Bronze Medal	307,600
	Silver Token	424,700
	Silver Badge	555,200
	Silver Seal	690,500
	Silver Medal	800,000
	Gold Token	890,000
	Gold Badge	1,000,000
	Gold Seal	1,100,000
	Gold Medal	1,300,000
	Master Medal	1,500,000

Types of Quests

There are four general types of quests:

1) Event Quest: These feature new event scenes. Most involve finding an item and bringing it to a certain character somewhere in the world. Then you receive an item that you can use to report the quest's completion. A green ! appears on your map at the site of Event Quests. Several of these are only available for a specific time frame, so make sure to look out for ones with a red label. You can find out all the details about them in the Walkthrough Tips section before the Walkthrough starts.

2) Monster Hunting Quest: Kill a certain amount of a certain monster. Monsters killed before the quest is accepted do not count. If you quit the quest and start it over later, you'll have to start over from zero.

3) Item Delivery Quest: Report back with the designated number of a certain item in your inventory and you'll complete the quest, even if you already had the items in your inventory. These quests include cat quests, but you're free to find the cats before you accept the quest (the quest does not generate the cats) for a very easy completion.

4) Elite Monster Quest: A quest to kill an Elite Monster. These quests offer exceptionally good rewards and are the best way to boost your points to earn new job titles.

Note

Event Quests require specific members of a party to be present (in the active party).

Game System

Character Episodes

Each main character has his or her own story (except for Ludger) that are separated into chapters we call Episodes (not to be confused with the Main Story's Chapters). These appear during the Intervals and are short, structured missions that provide a lot of insight into each character. They also provide a big opportunity to boost affinity with each respective character. Most of these can be completed any time once they unlock, but it is always best to do them as soon as they appear. Some of the Episodes, such as Milla's, have a limited window to complete them. Also, if you wait too long to complete an Episode, you might miss a Bonus Scene in the Main Story.

Episodes Properties

- Talk to characters with a red ! in town to trigger.
- There are four to six per character.
- Boosts affinity, but the amounts vary drastically based on your answers in dialogue.
- Can't advance Main Story or begin a different Character Episode while in the midst of a Character Episode.
- Clearing Character Episodes will unlock Bonus Scenes in the Main Story.

Character Episode Changes and Timing

- The event scenes during a Character Episode will change based on when they're triggered. For example, characters like Elle may or may not appear based on the part of the game, or Fractured Milla may be replaced by normal Milla.
- Also, some Episodes can only be completed at certain Intervals. In short, always do the Character Episodes as soon as they appear in the Intervals so you don't miss anything.
- They trigger at the end of a specific Main Story Chapter.
- If you miss it, it will re-trigger at the end of the next Chapter.
- If you let them pile up, you can do them all at once; completing one will make the next one trigger immediately.
- Milla Episodes 1 and 2 are the only ones you can miss by not seeing them early enough.
- If you clear every Character Episode, you'll trigger an extra Episode.

Bonus Scenes

One of the main advantages of completing the Character Episodes is to earn a Bonus Scene during the course of the Main Story. These often have a special dialogue choice that can boost character affinity.

Game System

Repaying Your Debt

After every Chapter of the Main Story, you must pay a portion of your debt to proceed to the next Chapter. These are referred to in the guide as Debt Repayment Intervals.

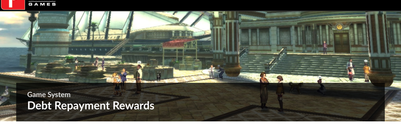
Rules for Debt Repayment

- Repay your debt by talking to Nova or pressing L2.
- You can't pay more than the listed amount.
- You can pay a certain amount of your debt during the Main Chapter and it will be counted towards the amount you have to pay in the Interval.
- Paying more than necessary in one Chapter won't reduce the amount you have to pay the next Chapter, but it will earn you bonus items.
- You don't have to pay after Chapter 14.
- You can pay the remainder by talking to Nova.

Paying Debt After Chapter 14

Nova will no longer call, but you can go to her directly to pay your debt down and you still get rewards for debt repayment.

Repayment Reminders				
Period	**Designated Amount**	**Reminder Amount 1**	**Reminder Amount 2**	**Reminder Amount 3**
Repayment phase after Chapter 2	5000	7500	10000	N/A
Chapter 3 (Main Chapter)	5000	7500	10000	N/A
Repayment phase after Chapter 3	7000	10500	14000	N/A
Chapter 4 (Main Chapter)	7000	10500	14000	N/A
Repayment phase after Chapter 4	10000	15000	20000	N/A
Chapter 5 (Main Chapter)	10000	15000	20000	N/A
Repayment phase after Chapter 5	15000	22500	30000	N/A
Chapter 6 (Main Chapter)	15000	15000	22500	30000
Repayment phase after Chapter 6	50000	62500	75000	N/A
Chapter 7 (Main Chapter)	40000	50000	60000	N/A
Repayment phase after Chapter 7	100000	112500	125000	N/A
Chapter 8 (Main Chapter)	70000	70000	78750	87500
Repayment phase after Chapter 8	100000	112500	125000	N/A
Chapter 9 (Main Chapter)	70000	78750	87500	N/A
Repayment phase after Chapter 9	150000	168750	187000	N/A
Chapter 10 (Main Chapter)	100000	112500	125000	N/A
Repayment phase after Chapter 10	200000	225000	250000	N/A
Chapter 11 (Main Chapter)	120000	135000	150000	N/A
Repayment phase after Chapter 11	200000	225000	250000	N/A
Chapter 12 (Main Chapter)	120000	135000	150000	N/A
Repayment phase after Chapter 12	150000	168750	187500	N/A
Chapter 13 (Main Chapter)	100000	112500	125000	N/A
Repayment phase after Chapter 13	150000	168750	187500	N/A



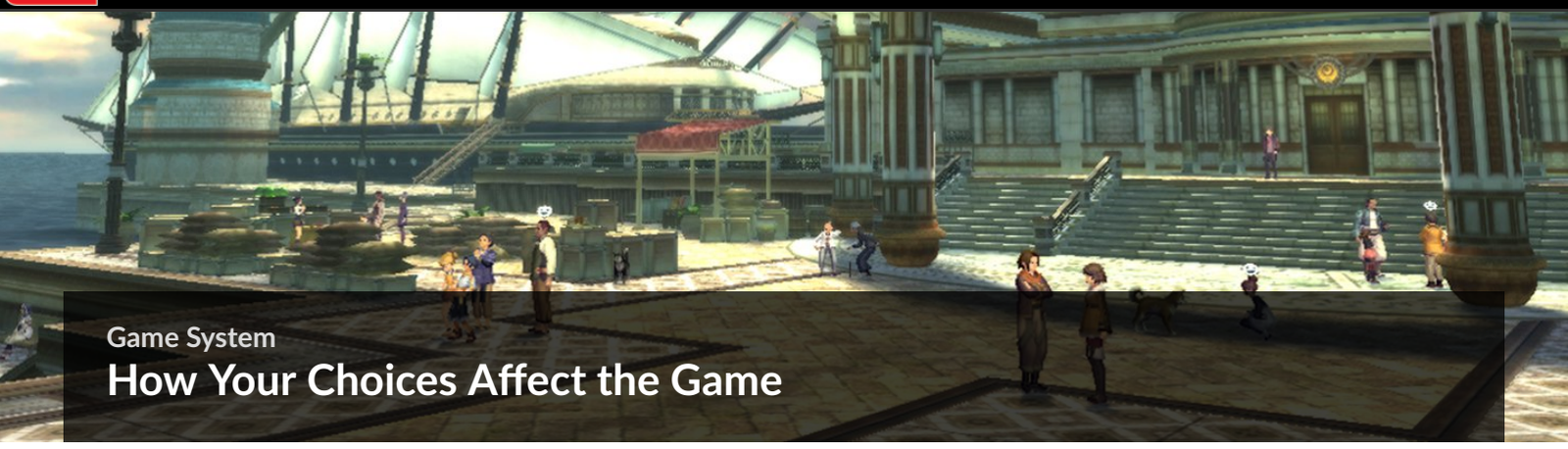
Game System

Debt Repayment Rewards

Repaying portions of your debt is mandatory during the Debt Repayment Intervals, but there are rewards for paying more than needed. Rewards include exclusive items, new skills, and costumes. Completely repaying your debt offers a new ending with an animated sequence. These rewards can be collected at your mailbox in Trigleph—Frères Apartments—1F.

Repayment Rewards

Reward	Total Repayment
Kitty Krisps	5000
Skill Tome: "Mosquito" LU	10000
Kitty Krisps	20000
Friendship Potion	30000
Skill Tome: "Mosquito" JD	40000
Kitty Krisps	50000
Skill Tome: "Recall Me" JD	60000
Kitty Krisps	70000
Friendship Potion	80000
Skill Tome: "Mosquito" LE	90000
Kitty Krisps	100000
Skill Tome: "Mosquito" AL	120000
Outfit: No Jacket 1 (Ludger)	140000
Kitty Krisps	160000
Skill Tome: "Absolute Defense" AL	180000
Friendship Potion	200000
Kitty Krisps	230000
Skill Tome: "Mosquito" EZ	260000
Skill Tome: "Born Healer" JD	290000
Friendship Potion	320000
Gummy Fishies	360000
Skill Tome: "Recall Me" EZ	400000
Friendship Potion	440000
Gummy Fishies	480000
Skill Tome: "Mosquito" RW	530000
Gummy Fishies	580000
Skill Tome: "Absolute Defense" RW	630000
Friendship Potion	690000
Gummy Fishies	750000
Skill Tome: "Etiquette Guide" AL	810000
Gummy Fishies	880000
Skill Tome: "Recall Me" LE	950000
Friendship Potion	1,020,000
Skill Tome: "Mosquito" GS	1,090,000
Gummy Fishies	1,170,000
Outfit: No Jacket (Alvin)	1,210,000
Hairstyle: Jacketless Haircut (Alvin)	1,210,000
Alvin's Cap	1,210,000
Friendship Potion	1,250,000
Gummy Fishies	1,330,000
Skill Tome: "Absolute Defense" GS	1,410,000
Friendship Potion	1,500,000
Skill Tome: "Mosquito" MZ	1,590,000
Catnip	1,635,000
Skill Tome: "Reflect Damage" GS	1,680,000
Skill Tome: "Recall Me" MZ	1,770,000
Friendship Potion	1,860,000
Catnip	1,950,000
Skill Tome: "Mosquito" ML	2,000,000
Skill Tome: "Body Boost" JD	2,050,000
Catnip	2,150,000
Skill Tome: "Absolute Defense" ML	2,250,000
Friendship Potion	2,350,000
Skill Tome: "Mental Strength" EZ	2,450,000
Catnip	2,510,000
Friendship Potion	2,570,000
Outfit: No Jacket (Leia)	2,690,000
Friendship Potion	2,810,000
Catnip	2,930,000
Skill Tome: "Dexterity Plus" RW	3,050,000
Friendship Potion	3,190,000
Skill Tome: "Agility Blast" LE	3,260,000
Friendship Potion	3,330,000
Skill Tome: "Strength Booster" GS	3,470,000
Catnip	3,610,000
Friendship Potion	3,750,000
Skill Tome: "Arte Amplify" MZ	3,910,000
Friendship Potion	3,990,000
Skill Tome: "Mind Gymnastics" ML	4,070,000
Catnip	4,230,000
Friendship Potion	4,390,000
Skill Tome: "Guardmaster" LU	4,550,000
Friendship Potion	4,640,000
Kitty Toy	4,730,000
Outfit: No Jacket (Rowen)	4,910,000
Skill Tome: "Absolute Defense" JD	5,090,000
Friendship Potion	5,270,000
Kitty Toy	5,450,000
Skill Tome: "Vitality Boost" AL	5,650,000
Friendship Potion	5,750,000
Skill Tome: "Absolute Defense" EZ	5,850,000
Friendship Potion	6,050,000
Kitty Toy	6,250,000
Skill Tome: "Recall Me" RW	6,450,000
Skill Tome: "Ultra Resist" LU	6,670,000
Friendship Potion	6,890,000
Kitty Toy	7,110,000
Skill Tome: "Defense Wizard" LU	7,220,000
Friendship Potion	7,330,000
Skill Tome: "Absolute Defense" LE	7,570,000
Outfit: No Jacket (Elize)	7,810,000
Kitty Toy	7,930,000
Friendship Potion	8,050,000
Skill Tome: "Recall Me" GS	8,290,000
Friendship Potion	8,550,000
Kitty Toy	8,680,000
Skill Tome: "Absolute Defense" MZ	8,810,000
Friendship Potion	9,070,000
Skill Tome: "Recall Me" ML	9,330,000
Kitty Toy	9,460,000
Aglaea, the Trampler	9,590,000
Friendship Potion	9,850,000
Skill Tome: "Recall Me" AL	10,000,000
Friendship Potion	10,130,000
Royal Feast	10,410,000
Skill Tome: "Spirit Armor" ML	10,550,000
Friendship Potion	10,690,000
Outfit: No Jacket (Gaius)	10,970,000
Royal Feast	11,250,000
Skill Tome: "All Guard" LU	11,400,000
Friendship Potion	11,550,000
Skill Tome: "Spellcaster" MZ	11,850,000
Friendship Potion	12,150,000
Royal Feast	12,450,000
Skill Tome: "Perfect Guard" LU	12,600,000
Friendship Potion	12,750,000
Skill Tome: "Floating Magic" EZ	13,070,000
Royal Feast	13,390,000
Skill Tome: "Frozen Field" RW	13,730,000
Friendship Potion	14,070,000
Outfit: No Jacket (Muzét)	14,430,000
Friendship Potion	14,790,000
Royal Feast	14,980,000
Friendship Potion	15,170,000
Skill Tome: "Share the Wealth" LE	15,550,000
Friendship Potion	15,950,000
Royal Feast	16,150,000
Friendship Potion	16,350,000
Outfit: No Jacket (Jude)	16,770,000
Friendship Potion	17,190,000
Royal Feast	17,590,000
Friendship Potion	18,000,000
Outfit: No Jacket (Milla)	18,500,000



Game System

How Your Choices Affect the Game

Player choice is a very big part of the game in every Main Chapter and Character Episode. You will be given the chance to decide on simple things like conversational comebacks, and what course of action you take can trigger a battle or change the flow of the story in a subtle way. One of the most important aspects of this choice is that they provide a chance to increase the affinity with other characters. Strictly follow the Walkthrough in this book so you don't miss anything!

Impact of Choices

- Your choices during dialogue scenes affect how events play out, the progression of the story, your affinity with party members, and the ending.
- The choices appear even if you skip the event scene cinematics.
- Some choices are timed. You'll always choose the left choice if you run out of time.
- When the icon of a character's face appears after you make a choice, that indicates you've gained affinity with that character because of your choice.
- When you replay the game with New Game+, a check mark will appear by the choices you made in your previous play through, so that you can make different ones if you like.
- You can also hear Ludger's voice reading the choices if you've unlocked that in the grade shop.

Game System

The Affinity System

As you play through the game, there are many ways to build a bond with each of the playable characters and several critical NPCs. The process of improving this bond is raising the affinity with a character. The most obvious way to increase affinity is through character dialogue choices. These are called out throughout the Walkthrough and listed for every Character Episode. Another more subtle way to increase affinity is by linking with characters during battle.

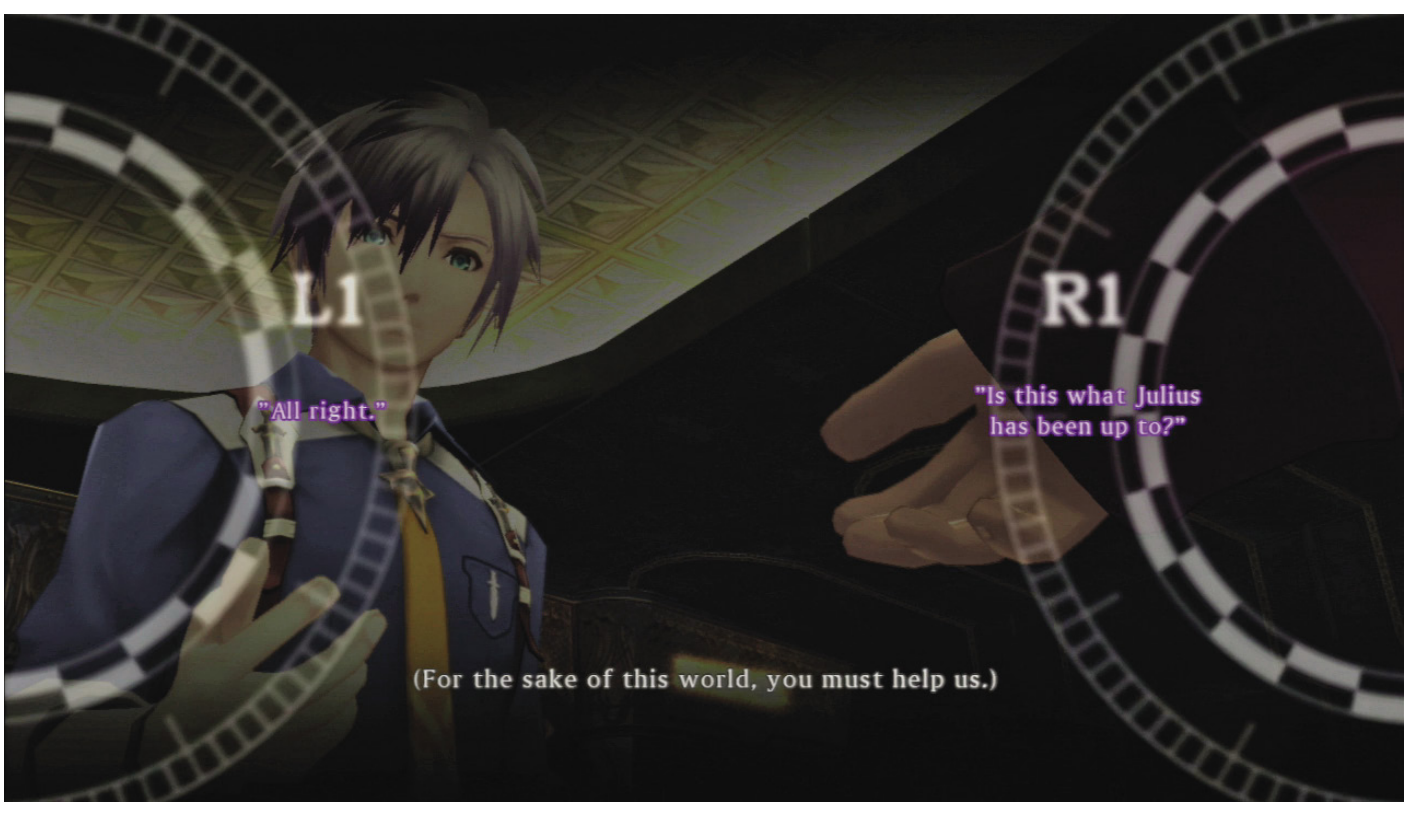
Way to Increase Affinity

Method	Affinity Boost
Character Episode Clear	250–750 points
Conversation Choices	0-1000 points
Win a Battle While Linked	10 points
Use a Unique Linked Arte	10
Use a Common Linked Arte	5
Use a Friendship Item	500

Affinity Max in Chapters/Episodes

Character	Main Story	Character Stories
Jude	3000	5200
Milla	4350	4150
Alvin	1800	5700
Elize	1900	5500
Rowen	1200	6300
Leia	2200	4900
Gaius	2550	4300
Muzét	1800	4300

Affinity with NPCs



You also achieve affinity with Elle, Julius, and Bisley, and since they are not playable, you only earn it from conversation choices. At the end of Chapter 15, if you've build enough affinity with NPC characters Bisley, Julius, and Elle, you'll receive a unique weapon as a prize in Ludger's mailbox at his apartment. So when making Ludger's dialogue choices, you should generally choose the option that builds the most affinity with those three characters. However, getting the weapon from Elle requires so much affinity that it isn't technically possible to do it on your first pass through the game; you'll have to carry over your affinity into New Game+ and complete the game a second time to get it! Because of these, you should prioritize raising affinity with Bisley and Julius on your first pass through the game. Pay close attention to the dialogue choices and you can earn some awesome items.

Unique Affinity Items

Character	Max Affinity	Affinity to Get Weapon	Weapons
Elle	10000	8000	Pollux Twins
Julius	5500	4000	Spirius Surrender
Bisley	4650	4000	Spirius Model-4304

Affinity Rewards

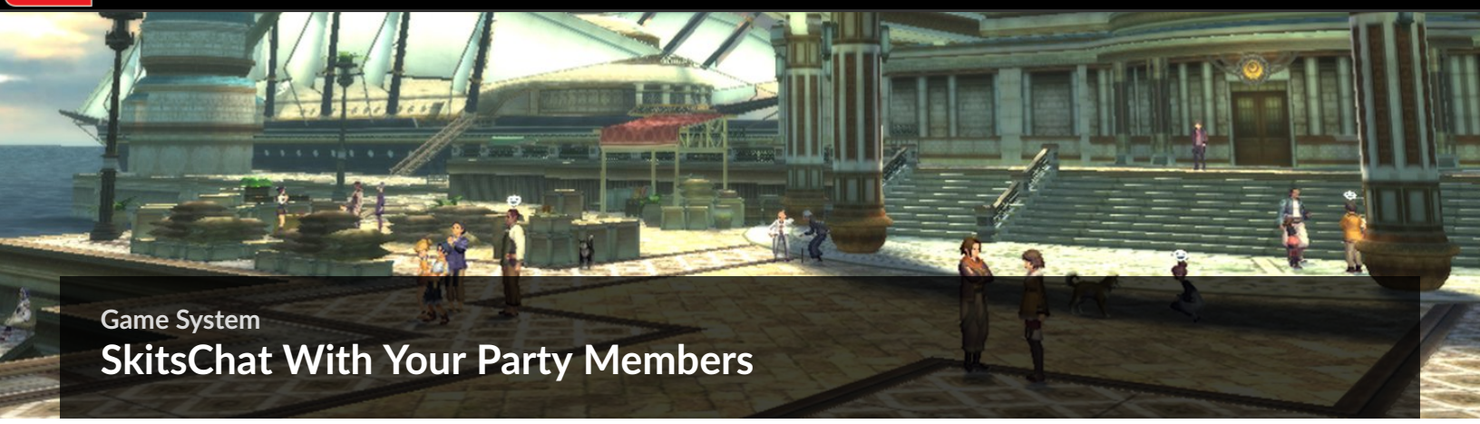
The other playable characters will speak to Ludger when their affinity goes up a level, but you aren't simply increasing the closeness just to be a nice guy. There are very valuable rewards at stake. Also, when you complete the game and challenge the Illusionary Darkness dungeon, you can only use characters that have at least eight hearts of affinity. There is also a special reward if you can max out a character's affinity.

Rewards from Raising Affinity

Heart Marks	Affinity	Rewards
1	1000	Get a skill item, new post-battle victory pose/line
2	2500	Triggers a short skit
3	4000	Get a skill item and title
4	6000	Triggers a short skit, chromatus gauge fills 5% faster when linked to that character
5	8000	Get an arte
6	10000	Get a title, triggers a short skit and a new post-battle victory pose/line
7	12500	Transformation time increases by five seconds when linked to that character
8	15000	Can enter the post-game hidden dungeon together
9	17500	Can use linked mystic arte
10	20000	Get title, triggers new post-battle victory pose/line, can see new event scene at the end of which you receive a new skill item

Max Affinity Events

The event you trigger for maxing out your affinity (10 heart marks) can be triggered during any Interval scene. Go to the character and talk to them; they'll have a green ! over their head. (If they have a Character Episode available, that will trigger first.) As a result of these events, your linked mystic arte may get a new name. These mystic arte name change events can be repeated. Other events involve Ludger getting new costumes. At the end of the event, you get the final skill item from that character.



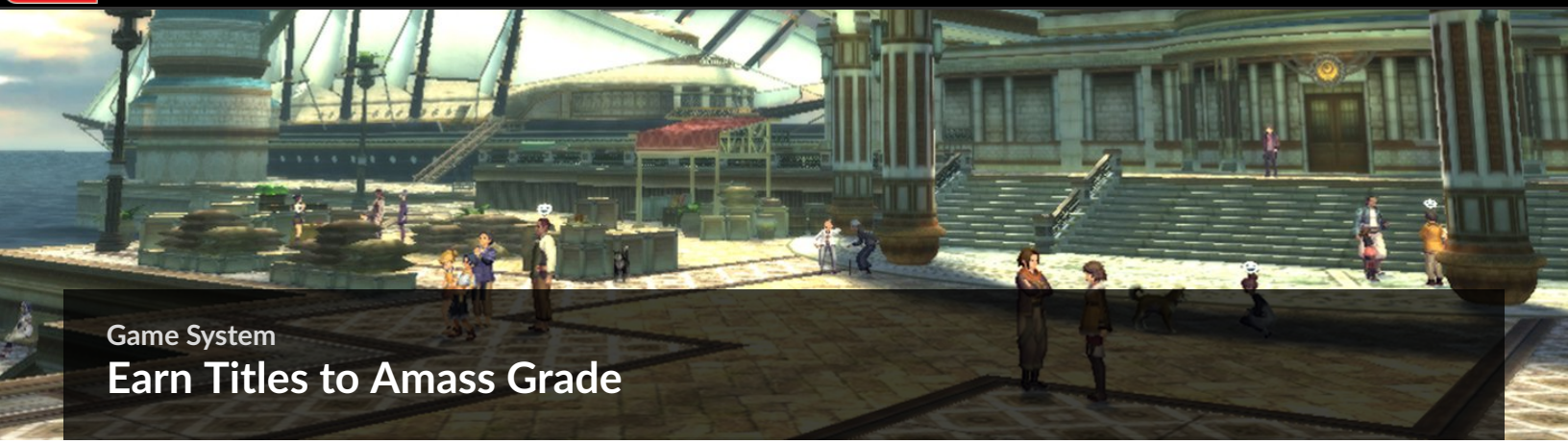
Game System

SkitsChat With Your Party Members

There are three types of skits. Long skits are divided into three types: Main (which concern the events of the Main Chapter), Character (which are related to the Character Episodes), and Etc. (which cover miscellaneous topics).

You can watch previously viewed skits in your Skits list, but you only get affinity the first time they are viewed. To watch the long skits, you must press the Select Button to trigger them when the prompt appears. Short skits occur automatically when certain conditions are met.

Battle skits occur automatically in combat when certain conditions are met. Some skits are time-limited and covered in the Walkthrough so make sure you don't miss them. Check the Data section for a list of skits and trigger events.



Game System

Earn Titles to Amass Grade

Things you do in the game earn you titles, and some titles correspond to trophies, so earning them will earn you the trophy at the same time. Each title has a grade value. When you beat the game and start a New Game+, you can spend your grade points to carry over important aspects of your first play through. A message appears in lower right of screen when you earn a title and a message also appears after battle when you're close to earning a title.

Three Types of Titles

Type	Description
System	Related to things like affinity and monsters and items registered in the records screen
Battle	Things like the number of artes used in combat
Battle Challenge	Related to the use of good technique in combat

Game System

Kitty Dispatch

The Kitty Dispatch system, unlocked after Chapter 3, lets you send cats to a designated area to search for items and come back. As you find more cats, the odds of getting better items and the quantity of items both improve. Some items can only be acquired this way. See the Side Quest section for complete details on the location of all cats and the items the cats drag in.

- Dispatch is available at any time/location of the game.
- There are certain items that can only be obtained via the dispatch.
- The more cats you find, the greater the probability of gaining items.
- Upon catching all 100 cats, you will be granted a special reward item.

Catching Cats

There are 100 cats you can find. They can be in towns, dungeons, and field areas. Additionally, 23 of the 100 cats can only be found by other cats; they'll bring them back from Kitty Dispatch. There are no cats in Fractured Dimensions or other areas you can't return to, so don't worry about missing any. If you want to visit your furry friends, they hang out in a room on 1F of Frères Apartments in Trigleph.

Game System

Having Cats Get Items

Many unique items and quest-specific items can only be acquired through the dispatch, therefore you should send out the cats as soon as they return. When you send out cats, you can send them with an item that increases the odds of finding rare items or hastens the speed with which they return. Also, there's a different bonus every day and you can set your game's date/clock to trick the system into getting the bonus you want. It's a pretty daunting task to find all the felines, but if you can catch them all, you can earn three special cat-related fashion items.

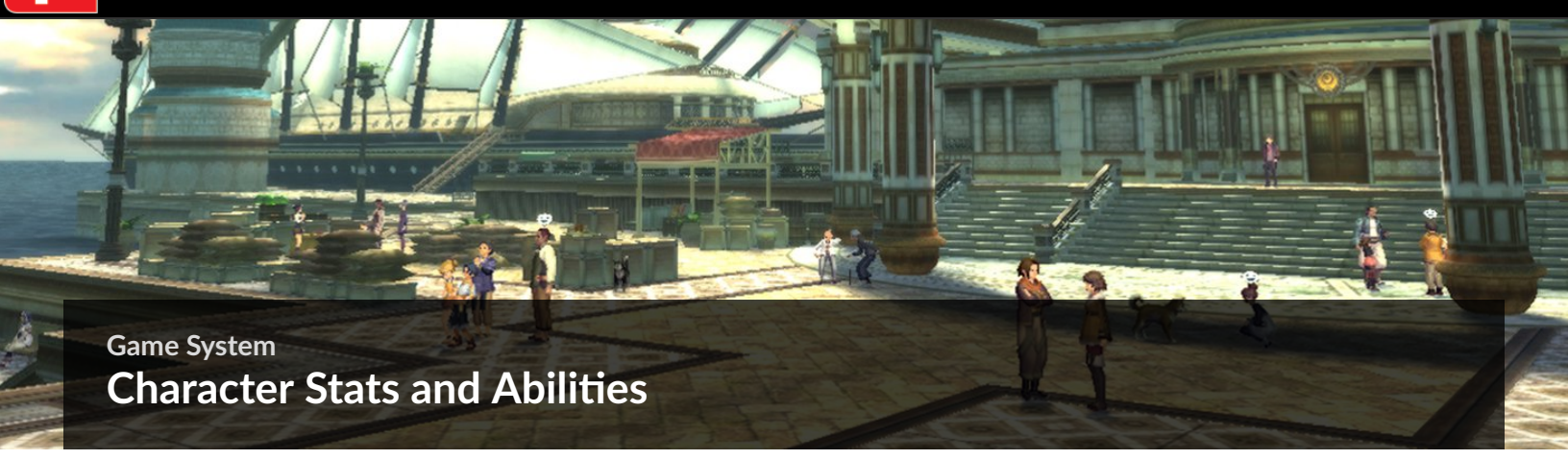
Using the Kitty Dispatch

- Once you've caught a cat somewhere, you can send cats to that location to look for items.
- There are 55 possible locations, and each has different items to collect.
- There is a dispatched timer that shows you when the cats will return with the collected items.
- You can call them back sooner, but you won't get any items.
- You can send them out in Fractured Dimensions, but they'll actually search the normal world.
- There are five or six items per area. Items that are not yet found are listed as ????.
- Once you've found all but one item in an area, the next time the cats might bring back an attachment or weapon, completing the area.
- Cats can bring back Material, Rare Items, new Cats, Attachments, and Weapons.

Game System

Custom Orders

As the game progresses, new items will appear in the shops, but you can also use the Custom Order menu to make other precious items. Use this option to make your own powerful items at any shop as they all offer the same Custom Orders. Many of the items can only be obtained through this method. However, you can't simply buy these items. They must be created and typically require three or four ingredients (in addition to gald) to build these wares. Use the cats get the items you need, but make sure what each item requires before you make it so you don't use the last of a material. The appearance of new Custom Orders is typically in the Main Chapters, where they're added when you visit a certain shop in a certain town (it then becomes available everywhere else too).



Game System

Character Stats and Abilities

Stats define your characters and are critical to their role in battle. All of them receive a boost when you level up except AC and SP. Below is a list of all properties and their functionality.

Stat	Description
Lv	Character Level
HP	Hit Points (0 = KO)
TP	Technical Points for using artes
SP	Skill Points, needed for setting skills
Physical Attack	Affects damage dealt from normal attacks and magic artes. Based on: Strength + 20% of Vitality + 60% of Agility + Properties of Equipment + Effects of Skills
Physical Defense	Affects damage taken from physical attacks. Based on: Vitality + 20% of Strength + 60% of Agility + Properties of Equipment + Effects of Skills
Magical Attack	Affects damage dealt from magic artes. Based on: Intelligence + 20% of Psyche + 60% of Dexterity + Properties of Equipment + Effects of Skills
Magical Defense	Affects damage received from magic artes. Based on: Psyche + 20% of Intelligence + 60% of Dexterity + Properties of Equipment + Effects of Skills
Strength	Main part of Physical Attack, also boosts Physical Defense. Also, the higher it is, the easier it is to break enemy guards and Iron Stances.
Vitality	Main part of Physical Defense, also boosts Physical Attack. Also, the higher it is, the harder it will be for foes to break your guard.
Intelligence	Main part of Magical Attack, also boosts Magical Defense. Also, the higher it is, the easier it is to inflict ailments.
Psyche	Main part of Magical Defense, also boosts Magical Attack. Also, the higher it is, the more resistant you are to ailments.
Agility	Boosts Physical Attack and Defense significantly. Also, the higher it is, the faster your movement speed in combat and the less time it takes to run away.
Dexterity	Boosts Magical Attack and Magical Defense significantly. Also, the higher it is, the more likely you are to inflict critical hits and stuns.

Equipment Affects Your Stats

Each character has unique weapons, but can only use certain types of weapons, armor, and accessories. Many items have special properties, so make sure to check its abilities by pressing [redacted] and not simply refer to the total boost to attack or defense. There are also special weapons with variable stats. The traditional Devil's Arms are for everyone, and they grow in power as they're used to kill enemies; however, you take 30% more damage when equipping them. In addition to these, there are also other weapons that only Ludger can use. These gain in power based on how many times Ludger has used Linked Artes and spent time linked to other characters.

Attachments and Appearance Items

These are purely aesthetic and you can only use certain combinations of them. You can wear a total of three across both categories and some costumes change the battle music and add special dialogue.

Battle Using Special Abilities

Each character has a special ability they can use in combat, which is covered in the Characters section of the guide.

- Ludger: Weapon Swap
- Jude: Snap Pivot
- Milla: Spirit Shift
- Alvin: Charge
- Elize: Switch Teepo
- Rowen: Tuning
- Leia: Item Steal
- Gaius: Retribution
- Muzét: Emergency Warp

Use Skills to Boost Your Combat Prowess

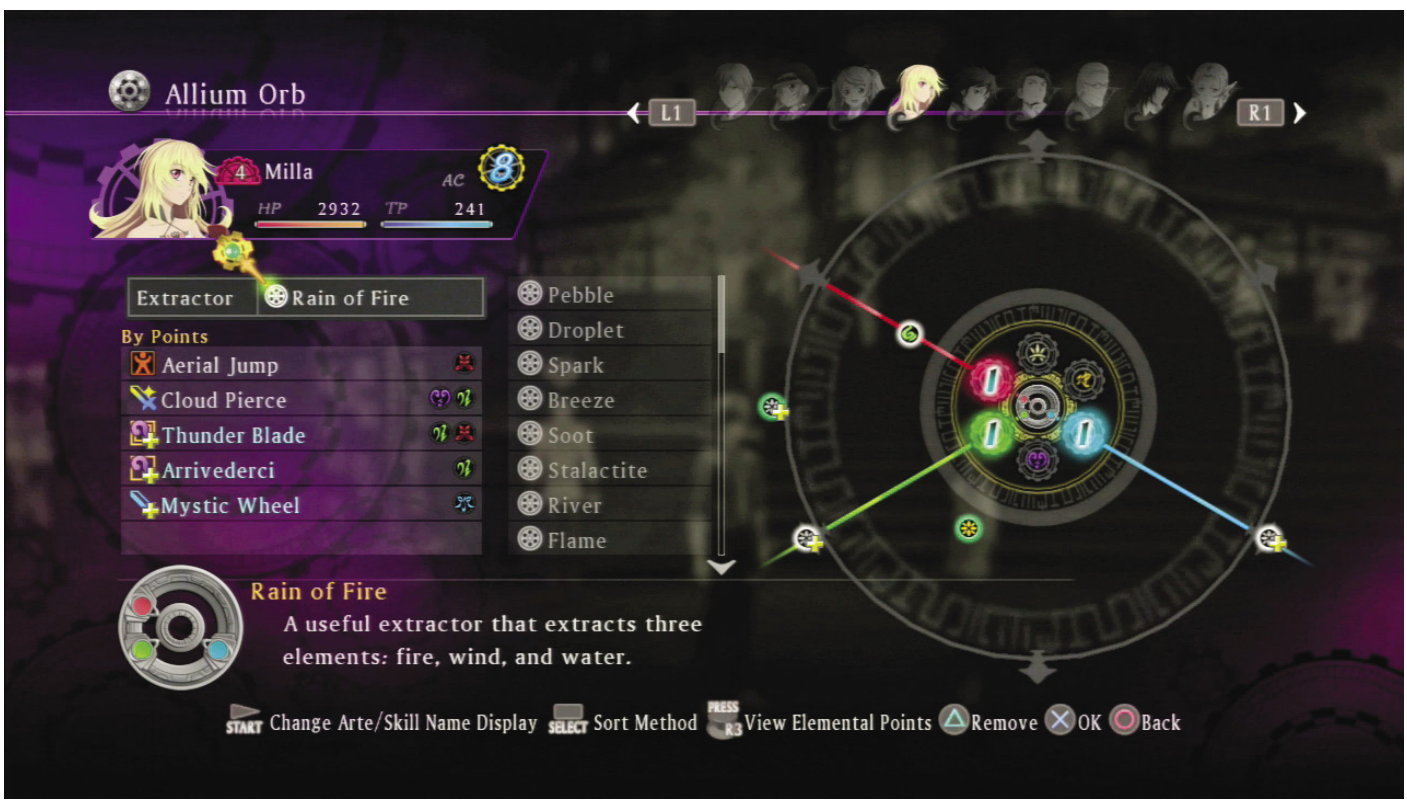
Skills are learned on the Allium Orb and from skill tomes. About 30% of each character's skills are exclusive, while the rest can be learned by anyone.

You can have the game auto-set them and specify whether you want them focused on Attack, Defense, or Balanced between the two.

Game System

Allium Orb

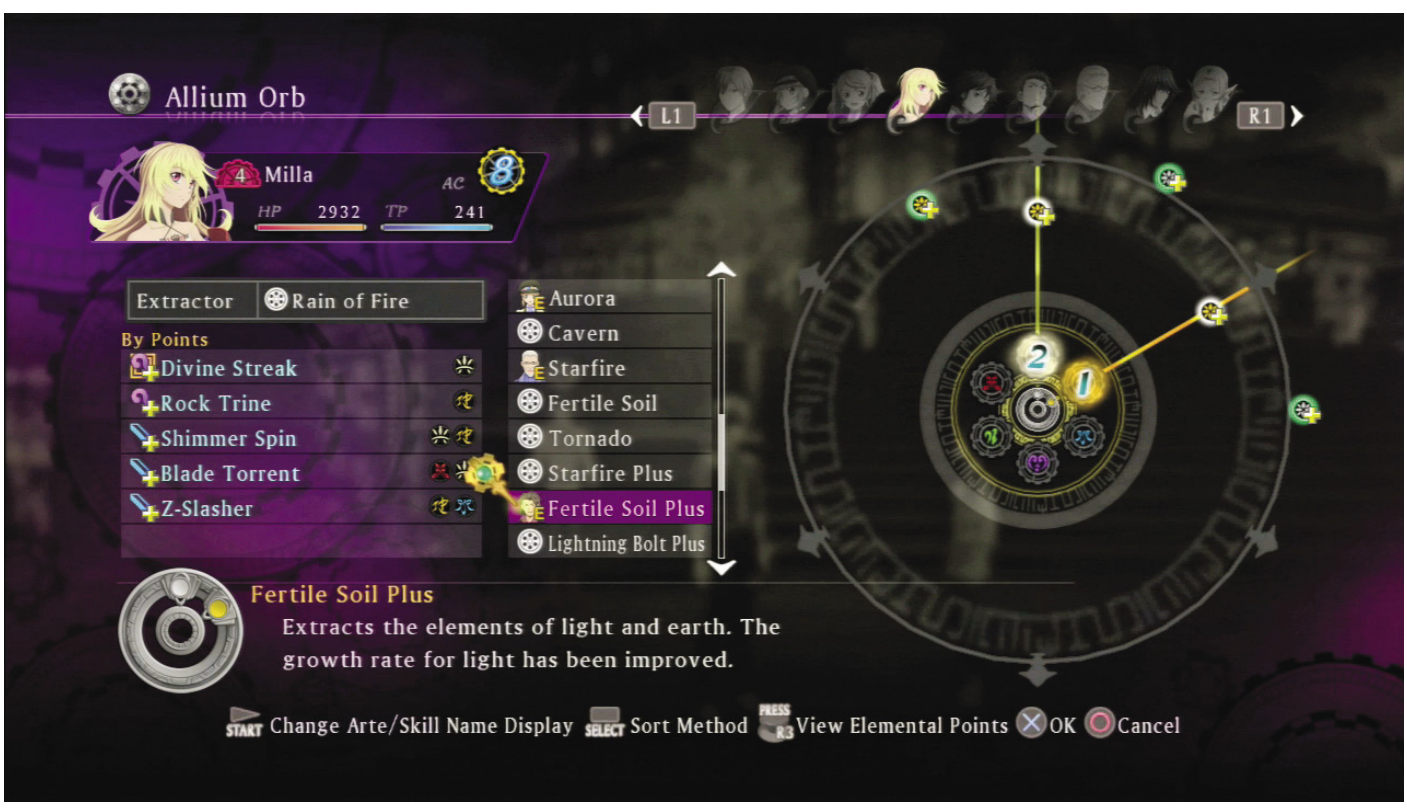
Learning with the Allium Orb



Characters assign points to the elements in their Allium Orb to learn skills and artes related to that element. Set items called extractors and use elemental ore earned in combat or found on the field. Each extractor corresponds to specific elements and some can extract more than one element at a time. You can mix and match extractors among characters; it won't affect the points already spent per character. Each element in the extractor has a multiplier from one to five, and you get the amount of elemental ore spent times that multiplier in points. Each element corresponds to a stat. For example, fire corresponds to Strength, and skills related to that stat will branch out from that part of the orb. Make sure to rotate your extractors frequently for balanced characters.

Skills Related to Each Element	
Element	**Type of Main Skill**
Light	Skills related to Intelligence, Vitality, HP
Earth	Skills related to Dexterity or blocking
Water	Skills related to Stamina and HP/TP recovery
Dark	Skills related to Psyche and TP
Wind	Skills related to Agility, movement, jumping
Fire	Skills related to Strength and attacking

Strengthening Already Learned Artes

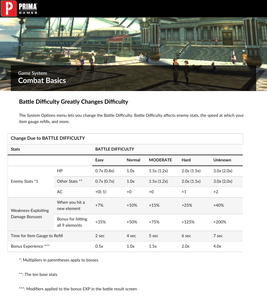


Whenever you learn an arte on the orb that you already know, its level will increase by 1, thus making it more effective by adding a new property, boosted damage, or reduced TP. An arte can be leveled up four times (it has no level if you've only learned it once, so the second time you learn it, it becomes level 1). If you want to level up a certain arte, focus your extractor on the element from which you learned it. Artes with a plus mark by their name have been strengthened.

> **Note**
>
> You can't boost artes that were learned from other artes.

Acquiring New Extractors

Extractors can be acquired from defeating certain bosses, as quest rewards, in treasure chests, from poker, and as Custom Order items from shops. Extractors available later in the game affect more elements and have higher multipliers, so make sure to upgrade to make the most of your battle time. Custom Order extractors have old extractors as ingredients, but are always strictly superior and a worthy upgrade!



Game Systems

Combat Basics

Battle Difficulty Greatly Changes Difficulty

The System Options menu lets you change the Battle Difficulty. Battle Difficulty affects enemy stats, the speed at which your item gauge refills, and more.

Change Due to BATTLE DIFFICULTY

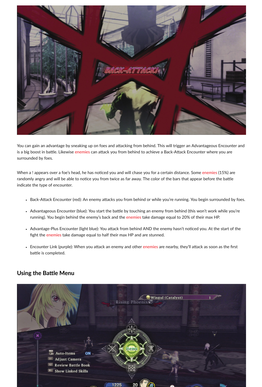
Stats		BATTLE DIFFICULTY				
		Easy	Normal	MODERATE	Hard	Unknown
Enemy Stats *1	HP	0.7x (0.8x)	1.0x	1.5x (1.2x)	2.0x (1.5x)	3.0x (2.0x)
	Other Stats **	0.7x (0.7x)	1.0x	1.5x (1.2x)	2.0x (1.5x)	3.0x (2.0x)
	AC	+0 (-1)	+0	+0	+1	+2
Weakness-Exploiting Damage Bonuses	When you hit a new element	+7%	+10%	+15%	+25%	+40%
	Bonus for hitting all 9 elements	+25%	+50%	+75%	+125%	+200%
Time for Item Gauge to fulfill		2 sec	4 sec	5 sec	6 sec	7 sec
Bonus Experience ***		0.5x	1.0x	1.5x	2.0x	4.0x

*: Modifiers in parentheses apply to bosses

**: The ten base stats

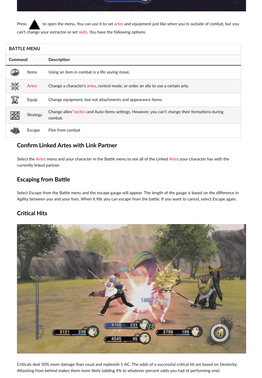
***: Modifiers applied to the bonus EXP in the battle result screen

Normal Battles vs. Boss Battles



Normal battles are triggered when you run into a foe. Boss battles occur as parts of events. If you fail a boss battle, you can retry instead of returning to the last save point. The retry battle option starts you at the menu screen so you can prepare for the battle, and returns all items you used in the battle. You can also retry against Elite Monsters.

Starting Battles Indicators

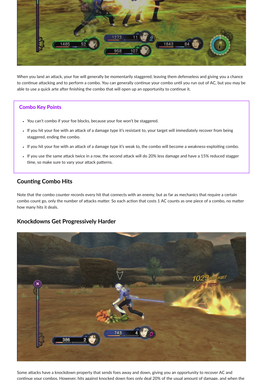


You can gain an advantage by sneaking up on foes and attacking from behind. This will trigger an Advantageous Encounter and is a big boost in battle. Likewise enemies can attack you from behind to achieve a Back-Attack Encounter where you are surrounded by foes.

When a ? appears over a foe's head, he has noticed you and will chase you for a certain distance. Some enemies (1%) are randomly angry and will be able to notice you from twice as far away. The color of the foes that appear before the battle indicate the type of encounter:

- Back-Attack Encounter (red): An enemy attacks you from behind or while you're running. You begin surrounded by foes.
- Advantageous Encounter (blue): You start the battle by touching an enemy from behind (this won't work while you're running). You begin behind the enemy's back and the enemies take damage equal to 20% of their max HP.
- Advantage-Plus Encounter (light blue): You attack from behind AND the enemy hasn't noticed you. At the start of the fight the enemies take damage equal to half their max HP and are stunned.
- Encounter Link (purple): When you attack an enemy and other enemies are nearby, they'll attack as soon as the first battle is completed.

Using the Battle Menu



Press △ to open the menu. You can use it to set arts and equipment just like when you're outside of combat, but you can't change your autocolor or set skills. You have the following options:

BATTLE MENU

Command	Description
Items	Using an item in combat is a life saving move.
Arts	Change a character's arts, control mode, or order an ally to use a certain arte.
Equip	Change equipment, but not attachments and appearance items.
Strategy	Change allies' tactics and Auto-Items settings. However, you can't change their formations during combat.
Escape	Flee from combat

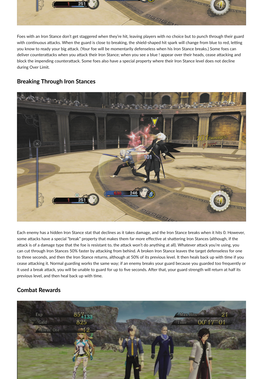
Confirm Linked Artes with Link Partner

Select the Artes menu and your character in the Battle menu to see all of the Linked Artes your character has with the currently linked partner.

Escaping from Battle

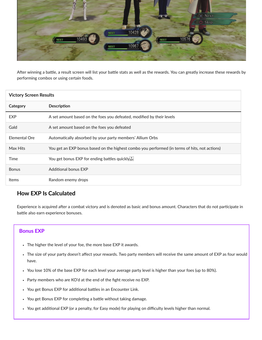
Select Escape from the Battle menu and the escape gauge will appear. The length of the gauge is based on the difference in Agility between you and your foes. When it fills you can escape from the battle. If you want to cancel, select Escape again.

Critical Hits



Critically deal 50% more damage than usual and replenish 1 AC. The odds of a successful critical hit are based on Dexterity. Attacking from behind makes them more likely (adding 4% to whatever percent odds you had of performing one).

Perform Combos for Big Damage



When you land an attack, your foe will generally be momentarily staggered, leaving them defenseless and giving you a chance to continue attacking and to perform a combo. You can generally continue your combo until you run out of AC, but you may be able to use a quick arte after finishing the combo that will open up an opportunity to continue it.

Combo Key Points

- You can't combo if your foe blocks, because you have your foe staggered.
- If you hit your foe with an attack of a damage type it's resistant to, your target will immediately recover from being staggered, ending the combo.
- If you hit your foe with an attack of a damage type it's weak to, the combo will become a weakness-exploiting combo.
- If you use the same attack twice in a row, the second attack will do 20% less damage and have a 15% reduced stagger time, so make sure to vary your attack patterns.

Counting Combo Hits

Note that the combo counter records every hit that connects with an enemy, but as far as mechanics that require a certain combo count go, only the number of attacks matter. So each action that costs 1 AC counts as one piece of a combo, no matter how many hits it deals.

Knockdowns Get Progressively Harder

Some attacks have a knockdown property that sends foes away and down, giving you an opportunity to recover AC and continue your combos. However, hits against knocked down foes only deal 20% of the usual amount of damage, and when the foe gets up, your combo is over. Also, each time you knock down a foe, it gets harder to knock them down again—although in time this will revert to the normal chance of knockdowns.

Foe's Iron Stance

Foes with an Iron Stance don't get staggered when they're hit, leaving players with no choice but to punch through their guard with continuous attacks. When the guard is close to breaking, the shield-shaped hit spark will change from blue to red, letting you know to ready your big attack. Once foe will be momentarily defenseless when his Iron Stance breaks.) Some foes can deliver counterattacks when you attack their Iron Stance; when you see a 'blue ' appear over their heads, cease attacking and block the impending counterattack. Some foes also have a special property where their Iron Stance level does not decline during Over Limit.

Breaking Through Iron Stances

Each enemy has a hidden Iron Stance stat that declines as it takes damage, and the Iron Stance breaks when it hits 0. However, some attacks have a special "break" property that makes them far more effective at shattering Iron Stances (although, if the attack's AC or damage type that the foe is resistant to, the attack won't do anything at all). Whatever attack you're using, you can cut through Iron Stances 50% faster by attacking from behind. A broken Iron Stance leaves the target defenseless for one to three seconds, and then the Iron Stance returns, although at 50% of its previous level. It then heals back up with time if you cease attacking it. Normal guarding works the same way. If an enemy breaks your guard because you guarded too frequently or it used a break attack, you will be unable to guard for up to five seconds. After that, your guard strength will return at half its previous level, and then heal back up with time.

Combat Rewards

After winning a battle, a result screen will list your battle stats as well as the rewards. You can greatly increase these rewards by performing combos or using certain foods.

Victory Screen Results

Category	Description
EXP	A set amount based on the foes you defeated, modified by their levels
Gald	A set amount based on the foes you defeated
Elemental Ore	Automatically absorbed by your party members' Allium Orbs
Max Hits	You get an EXP bonus based on the highest combo you performed (in terms of hits, not actions)
Time	You get bonus EXP for ending battles quickly
Bonus	Additional bonus EXP
Items	Random enemy drops

How EXP Is Calculated

Experience is acquired after a combat victory and is denoted as basic and bonus amount. Characters that do not participate in battle also earn experience bonuses.

Bonus EXP

- The higher the level of your foe, the more base EXP it awards.
- The size of your party doesn't affect your rewards. Two party members will receive the same amount of EXP as four would have.
- You lose 10% of the base EXP for each level your average party level is higher than your foes (up to 80%).
- Party members who are KO'd at the end of the fight receive no EXP.
- You get Bonus EXP for additional battles in an Encounter Link.
- You get Bonus EXP for completing a battle without taking damage.
- You get additional EXP (or a penalty, for Easy mode) for playing on difficulty levels higher than normal.

Game System

Combat Actions

All Actions Require AC

Normal attacks, artes, and continuous quick-steps all require 1 AC. (Note that the first quick-step is free, but each subsequent one costs AC. Also Linked Artes do not consume AC.) AC immediately refills to its max when you stop taking any actions, and you can guard or free run while it regenerates. AC does not refill while in mid-air or you're being attacked. All characters begin with 3 AC. Weapons, skills, and accessories can all be used to increase max AC.

Using AC Bonuses

Fulfilling certain conditions in battle can temporarily increase your AC. Earning critical hits, the skill Momentary Gain, and the skill Power Charge can each increase your AC by 3 each. However, AC earned from bonuses does not replenish automatically like your standard AC.

Game System

Mobility Actions

Mastering the way to move around the battlefield is crucial to successful combat. There are four types of movement and it can even be affected by the weapon Ludger currently has active. Your base movement speed is 1 + Agility divided by 8000.

For normal movement note that Ludger's movement speed varies by weapon: dual blades are fast, dual pistols are slow.

Press ↑ to jump (you must press ■ as well in Semi-Auto).

Free run by holding L2 while moving. Note you receive 1.2x the usual damage during a free run.

Quick-steps include front and back motion as well as side-steps. Side-steps are treated as attacks, so skills that trigger off quick-steps won't trigger from side-steps.

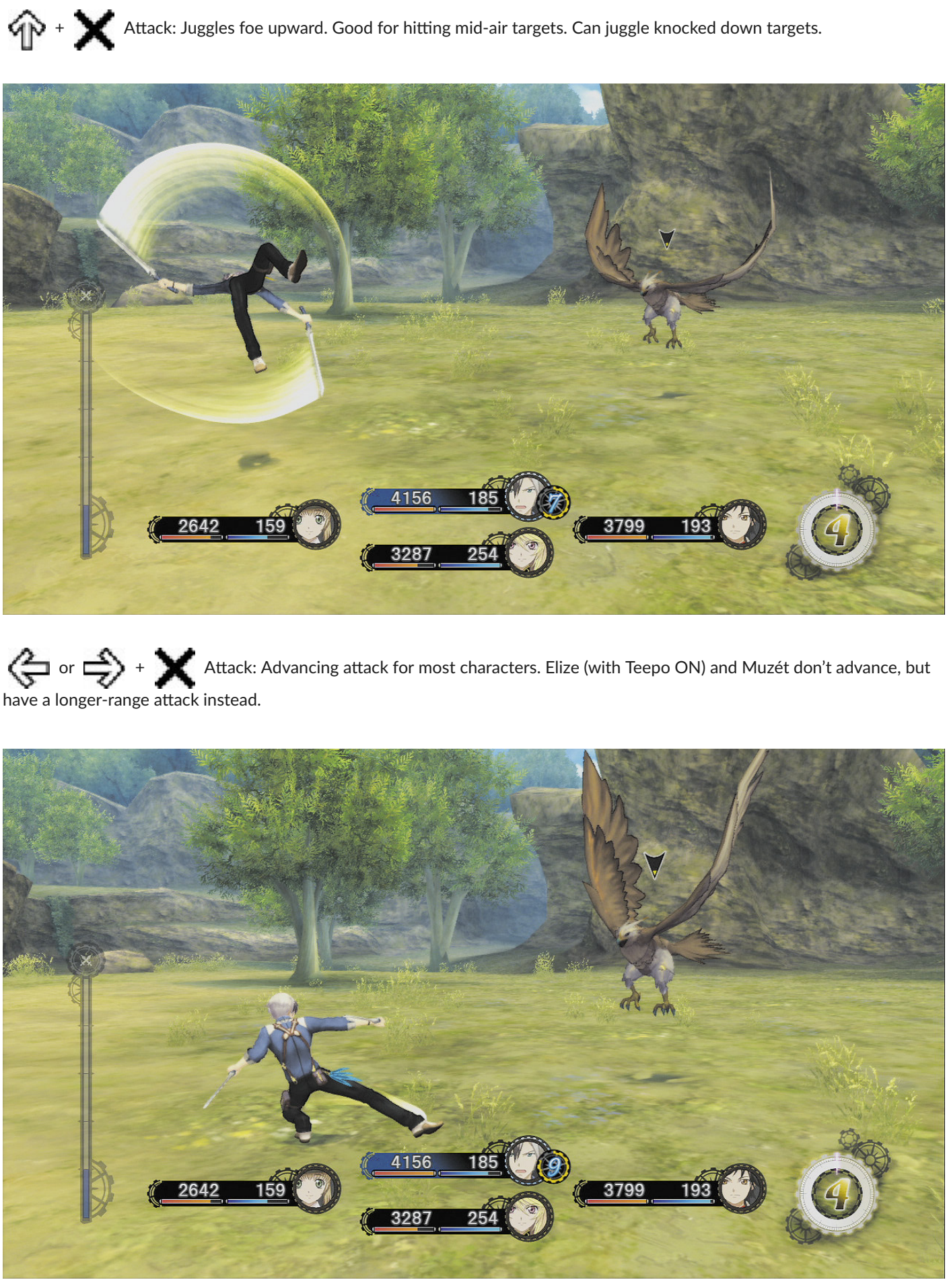
Game System

Normal Attacks

These are your basic attacks performed by pressing ✕. The normal attacks restore TP and are therefore critical to continuing a long combo. Each successful hit restores 0.5% of your max TP (but it always restores at least 1 TP). Normal attacks have a base power level of 100. If an attack hits twice, the two hits still have a total combined power of 100. Normal attacks can be combined with the left stick to change attack type.

✕ Attack: Often the fastest attack. Can be used while jumping.

↑ + ✕ Attack: Juggles foe upward. Good for hitting mid-air targets. Can juggle knocked down targets.

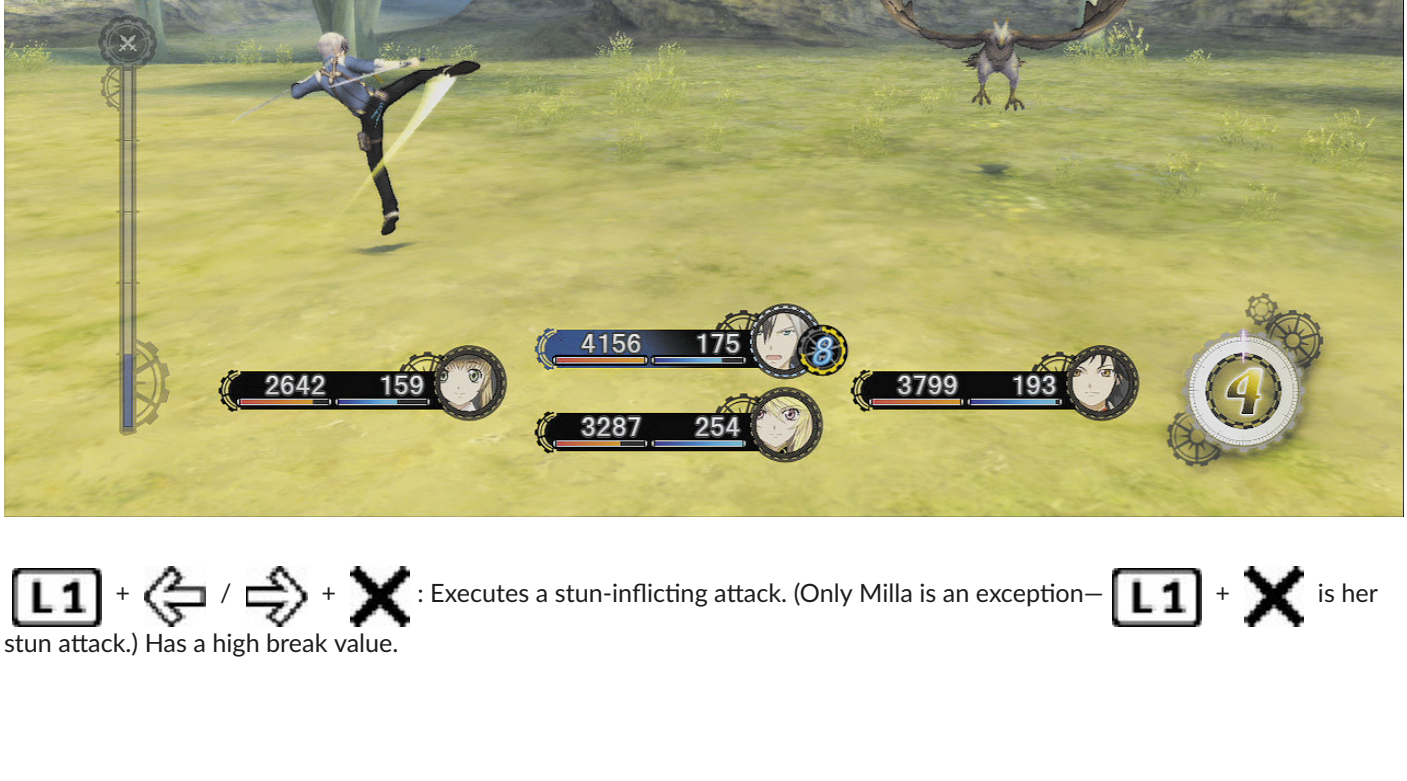


← or → + ✕ Attack: Advancing attack for most characters. Elize (with Teepo ON) and Muzét don't advance, but have a longer-range attack instead.

↓ + ✕ Attack: Attacks low. Good for hitting small foes. Some have knockdowns.

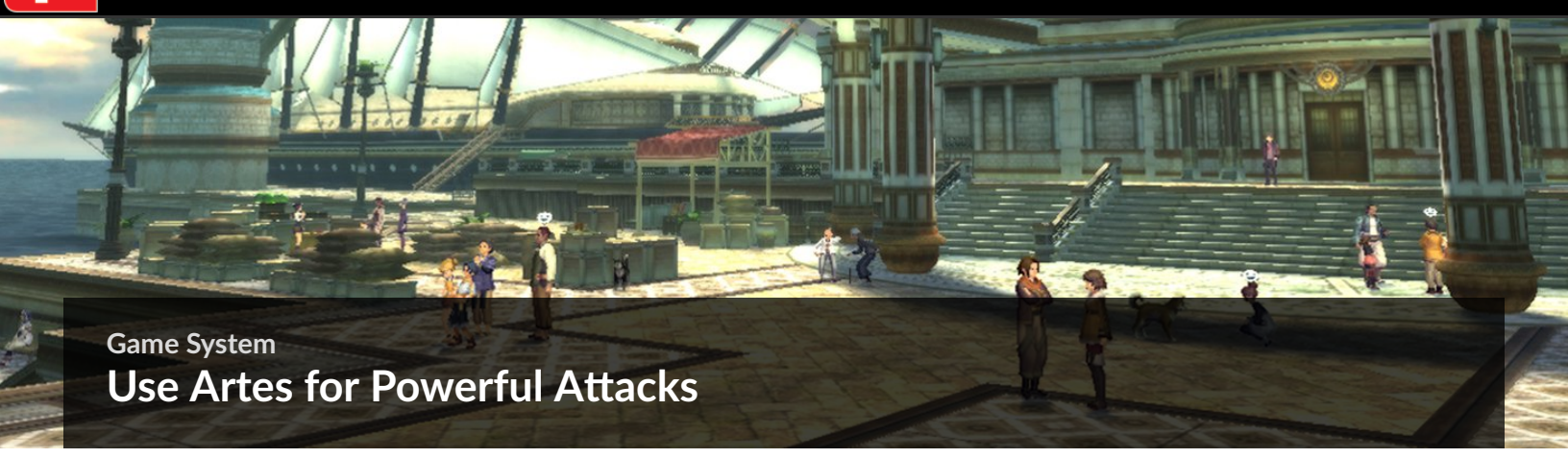
Special Action Attacks

If you hold L1 while attacking, you use heavy attacks instead. There are two types. Both are slow and hard to use in combos, but can knock the enemy high and inflict stun effects. If you repeatedly use it, you will be doing same attack over and over, and not make a combo.



L1 + ✕ : Knocks the enemy high in the air. Most characters jump along with this attack, and can continue to execute mid-air attacks afterwards.

L1 + ← / → + ✕ : Executes a stun-inflicting attack. (Only Milla is an exception— L1 + ✕ is her stun attack.) Has a high break value.



Game System

Use Artes for Powerful Attacks

Artes are more powerful attacks, but they require TP so they can't be used continuously. These can be set in the Artes menu with shortcuts. Later in the game you can acquire the Artes Sphere that gives you eight shortcuts instead of the previous four.

Artes Properties

- You can't cast if you don't have enough TP.
- Learn new artes, and strengthen them with the Allium Orb.
- Divided into physical and magic artes. Physical artes have damage based on P.ATK, while magic artes have damage based on M.ATK.
- Magic artes require casting time.
- Magic artes are divided into Lower, Mid, and Upper Level. Upper-level ones are more powerful.
- Magic artes can be canceled if you're attacked during the casting process.

Artes Get More Powerful the More They're Used

All artes gain stars as they hit certain counts (the amount of times they're used) and power up as per the chart shown here. Some artes have other attributes that are strengthened as their count rises. For example, Ludger's Swift Strike can be used in mid-air after it hits a count of 100.

Artes Upgrades

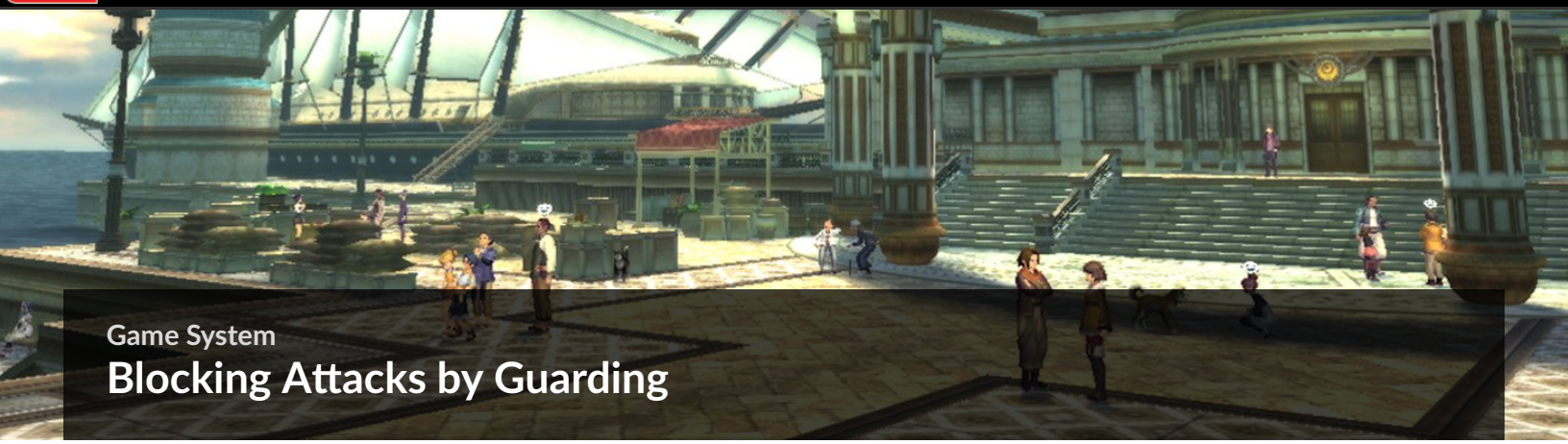
Count	Stars	Upgrade
100 or more	★	Odds of critical hit +3%
200 or more	★★	P.ATK & M.ATK +5%
400 or more	★★★	Linked Arte Gauge Value +20%
1000 or more	★	TP costs reduced by 1/3
2000 or more	★★	P.ATK & M.ATK MAX becomes 20%
4000 or more	★★★	When chaining into this arte from another arte, there's a 25% chance its AC cost will be reduced to 0
9999 or more	MASTER	When chaining into this arte from another arte, odds that its AC cost will be reduced to 0 increased to 50%

Special Actions During Spell Casting

While casting a magic arte, you can change its target or set its area of effect with the left stick. This is useful for leading foes or following foes who move unpredictably. When casting a quick arte, you want to choose the target carefully. Hold X as you cast it. That will keep the spell from triggering until you release the X, allowing you to select a target. If an enemy approaches as you cast the arte, press ■ to cancel the arte so you can run away or defend yourself.

Dealing Big Damage with Arcane and Mystic Artes

Every character can learn at least one arcane arte, which does more damage than normal artes. With the Single Artes skill, you can chain these artes into powerful mystic artes during Over Limit. Additionally, if you use an arcane arte in a combo after at least three previous actions, it will do double damage. This double-damage bonus can only be gained once per arcane arte per combo.



Game System

Blocking Attacks by Guarding

Press [ ] to block and reduce damage from physical attacks by 80%. You need to press ↓ and [ ] for the Magic Guard skill to block magical attacks. However, the All Guard skill can block both physical and magical attacks at once. A successful block of either type recovers 2% of your max TP. If your Guarding Strength is reduced to 0, your blocks will fail and you'll be momentarily vulnerable to enemy attack. So it's important to use a mix of guarding and quick-step evasion. Your Guarding Strength regenerates whenever you're not taking damage, even if you're still guarding. Note that the skill Impregnable Guard makes your guarding unbreakable.

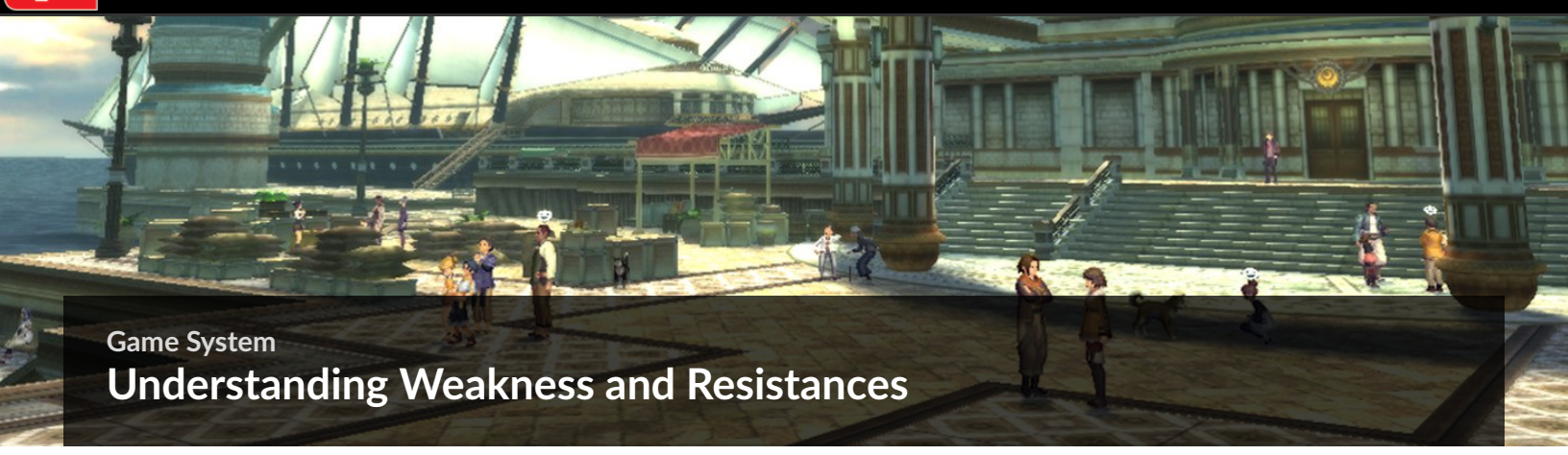
Recovery and Get-Up Attacks

When you're knocked away by an enemy attack, press [ ] to recover and avoid a knockdown. You can do this at any point in the fall. If you are knocked down, you can cancel your rising animation and use a normal attack or arte instead. Use this to counterattack when a foe is nearby.

Game System

Taunt to Recover TP

When you press L3, your character will taunt and regain 10% of its max TP. You're defenseless when doing a taunt, so do it far from your foes. This will also make foes more likely to attack you. Some characters like Elize have skills that trigger off of taunts with effects like regaining HP.



Game System

Understanding Weakness and Resistances

The effects of attacks are based largely on what the foe is weak or strong to. When a foe is resistant or strong against a certain attack, the word Resist will appear. On the other hand, if an enemy is weak to the attack you will score a Power Hit. Elemental and weapon types can both affect damage based on weakness and resistances. If an enemy has a weakness/resistance score of 50 listed for a certain damage type, damage of that type is reduced to 50%. If it's 150, damage is boosted to 1.5x its usual value. Attacks with a physical damage property and an elemental damage property where the foe is weak to one and resistant to the other basically cancel each other out. Bonuses like the ability to stagger a foe only count if you're receiving a damage bonus in the final calculation. If a weapon has an elemental property, it's only active on normal attacks. For example with Earth-type dual blades, a normal attack is Earth and slashing type, but a Wind-type arte is 100% Wind-type.

WEAKNESS AND RESISTANCE ATTRIBUTES

- All attacks have a damage type except for attacks used when transformed and mystic artes.
- Allies' damage type affinities are affected by equipment and skills.
- Elemental damage types affect which ailments an attack can cause.
- A weakness/resistance score of 99 or lower is considered a resistance, 101 or higher is considered a weakness, and anything lower than 0 absorbs damage.
- Damage of a type that an enemy is resistant to does not reduce its Iron Stance.

Boosting Damage with Weakness-Exploiting Combos

When you attack with a damage type that hits an enemy weakness, the words Power Hit appear along with a gauge and the damage multiplier. Each attack you deal before this gauge empties will deal additional damage based on the damage multiplier. Additionally, if you hit with an attack of another damage type, it will become a weakness-exploiting combo. With each hit from a new element type, the gauge will refill, and the damage multiplier will increase. Even if you hit with a damage type the foe is resistant to, the resistance will be ignored and the attack will be effective. Finally, during a weakness-exploiting combo, your target will not be able to use Iron Stance counterattacks, making this a good chance to deal big damage.

Weakness Combo Properties

- Hit the foe with a damage type it's weak to. Then, after it's staggered, hit it with another elemental type.
- When the gauge runs out, the combo is over.
- The gauge empties more slowly when you're hitting the foe.
- Enemy resistances are ignored (treated as affinity 100).
- With each hit of a new damage type, the gauge is completely restored and the damage multiplier increases by 10%*. If you can hit all nine damage types, the final type will increase the multiplier by five times the usual amount.

*Value for Normal Battle Difficulty only. This increases at higher difficulty settings.

Weakness Example

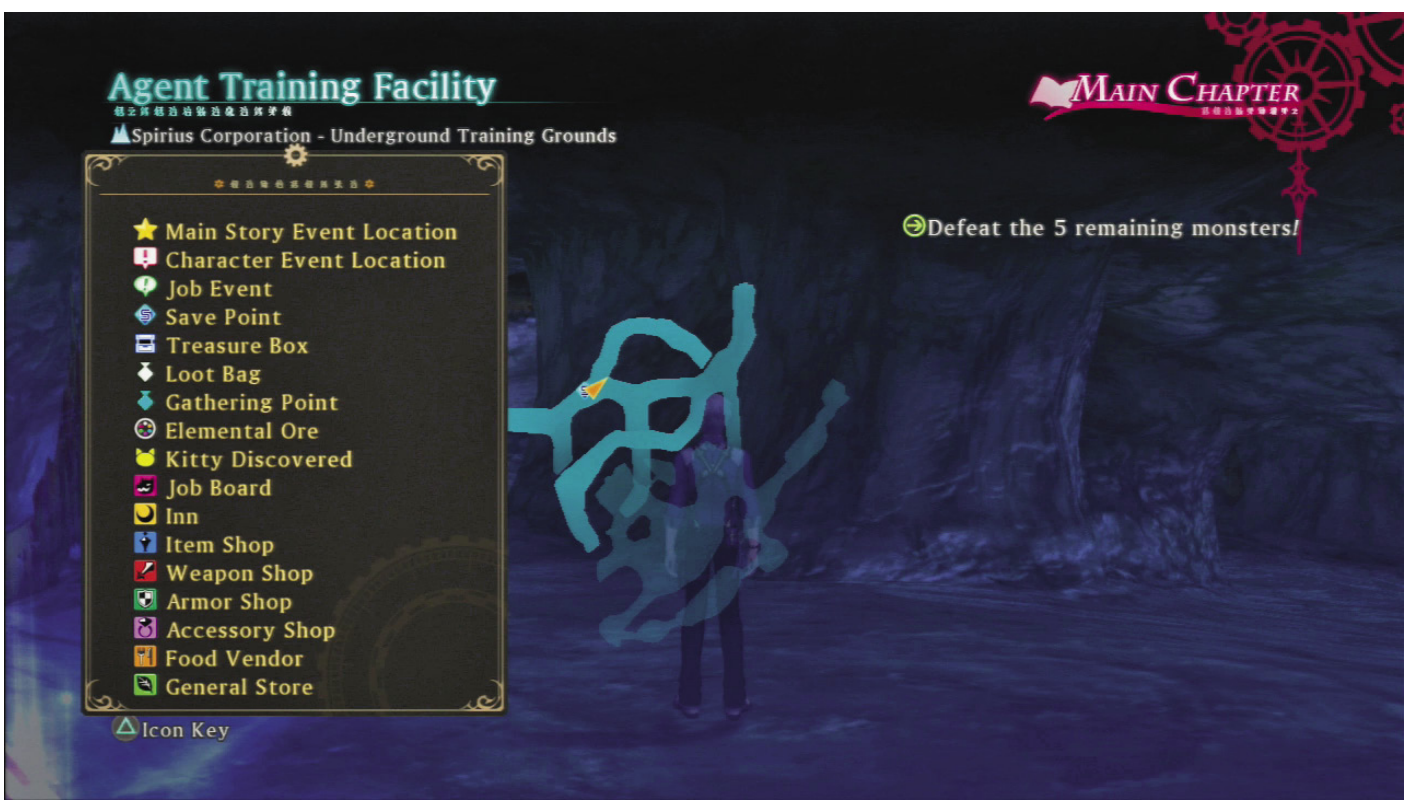
Step 1: Ludger uses dual pistols to shoot an enemy with a weakness to shot damage of affinity 120. (So this attack will deal 20% more damage than usual.) This begins the combo, with a starting damage multiplier of 120%. Additional hits from the dual pistols will not raise the damage multiplier.

Step 2: Ludger uses a Wind and Fire attack during the combo. This fills the gauge and adds 20% to the damage multiplier (10% per damage type).

Step 3: Ludger weapon shifts to the sledgehammer for additional damage type (multiplier now at 150%).

Step 4: Having dealt eight of the nine damage types, the multiplier is at 190%. A hit of the final damage type deals five times the usual bonus (so 50%) raising the multiplier to 240%.

Triggering Elemental-Type Ailments



When you use an attack with a damage type against a foe, that foe gains ailment points. When it hits 100 ailment points, it will get an ailment corresponding to each damage type of the attack. This same system works on enemy attacks against your characters, although the effects of the ailments you give may differ from the effects of the ailments you receive.

Ailment Effects

Ailment	Type	Effect on Your Team	Effect on Enemies
Burn	Fire	Receive damage equal to 1.5% of max HP every 0.5 seconds for 20 seconds.	Same but percentage of damage received varies by foe.
Skillseal	Water	All skills are negated for 20 second (only a few enemies even have skills.)	
Paralysis	Wind	For 10 seconds, 30% chance of becoming staggered when attacking	
Petrify	Earth	Can take no action for 3 seconds	
Confusion	Light	For 10 seconds character cannot be controlled and attacks allies instead, but deals only 1/3 of usual damage	
Poison	Dark	Receive damage equal to 1.5% of max HP every 0.5 seconds for 20 seconds.	Same but percentage of damage received varies by foe.
Bleeding	Slashing	Receive damage equal to 3% of max HP each time you attack for 10 seconds.	Same but percentage of damage received varies by foe.
Weakness	Strike	For 10 seconds, any attack can break block	
Nausea	Shot	Cannot use artes combos for 10 seconds	

Special State Changes

Other Ailments	How You Get Them	Effects
KO	HP = 0	Can’t act, not cured at end of battle
Stun	Inflicted by some attacks	Can’t act for 3 seconds or until attacked one time
Instant KO	Inflicted by some attacks	KO’d regardless of remaining HP
Revive	From Elize’s Revive Spell	Automatically cures KO once
Ailment Proof	From Syrup Bottle	Can’t catch negative ailments

Status AILMENTS Effecting Stats

Type	Effect
Physical Attack	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened
Magical Attack	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened
Physical Defense	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened
Magical Defense	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened
Movement Speed	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened

How Ailment Points Work

Ailment Points Properties

- As mentioned before, you get ailment points when attacked, and the same system affects foes.
- The amount varies based on attack. When you get 100 ailment points you get the ailment corresponding to the type of damage.
- When the ailment is cleared, your ailment points are reduced to 0.
- These are NOT cleared at the end of battle, but are reduced to 0 if you stay at an inn.
- Accessories that protect you from an ailment 50% of the time actually protect you from accruing ailment points 50% of the time.

Dexterity Makes It Easier to Stun

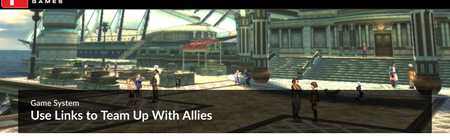
The odds of inflicting stun are affected by the attack used and the Dexterity of the user. If Ludger uses a strong attack (hold L1 + ⇦ or ⇨ + ✕), that attack has a 15% stun rate. Multiply that times 1 + user’s Dexterity divided by 1000 to get the odds of a successful stun.

Actions That Can Lessen Ailment Duration

You can recover more quickly from ailments by taking specific actions. You can reduce the duration of ailments by up to half if you know how to deal with them.

Ailment Recovery

Type	Method of Recovery
Burn	Free Run
Skillseal	Guard
Paralysis	Wait in same spot
Petrify	Press any button rapidly
Confusion	Press any button rapidly
Poison	Wait in same spot
Bleeding	Wait in same spot
Weakness	Front-step and Back-step
Nausea	Perform a taunt
Stun	Press any button rapidly



Game System

Use Links to Team Up With Allies

Use the left, right, or down directional buttons to choose a link partner. Likewise, press the up directional button to sever links. Linking with characters allows Ludger to build affinity with that partner. Non-linked partners will auto-link with each other; you can turn this on and off in the Strategy menu. For example, if you want one character to be the link boss who receives the benefit of things like support abilities, set them to Link Often and their potential partner to Do Not Link.

Benefits of Linking

Linking provides the following benefits.

Type	Description
Support	Player character receives benefits of partner's support ability.
Critical AC Bonus	When either character scores a critical hit, both receive an AC bonus.
Normal Attack Changes	When playing as Jude or Milla and attacking a surrounded foe, certain normal attacks change to become more powerful and make scoring knockdowns easier.
Linked Artes Gauge	When linked, you fill up your Linked Artes Gauge. When your Linked Artes Gauge fills to a certain point, you'll be able to use Linked Artes and Over Limit.
Link Skills	Skills that have a green-colored icon share their effect among both characters in a linked pair. If both characters have the skill set, the effects will stack.
Ailment Sharing	When a character acquires an ailment, whether beneficial or negative (except for KO and stun), it will affect both characters.
Recovery Sharing	When an arte or item refills a character's HP or TP, 25% of that recovery is shared with their partner. Effects that cure ailments cure them for both characters.
TP Sharing	When a character chains a normal attack into an arte, each partner will pay half the TP cost of the arte. This is only true for the first arte in a combo.
TP Recovery Sharing	When an arte is chained into a normal attack, each partner will receive the TP recovery of using a normal attack. This is only true for the first normal attack in the combo.
HP and TP Sharing	When a character with 50% or more HP is linked to a character with less than 25% HP, the one with more HP gives an amount of HP equal to 15% of their Max HP to the one with less HP. The same is true with TP.
Damage Sharing	When a character is damaged, their linked partner loses HP equal to 25% of the damage.
Affinity Gain	After a battle, Ludger and his linked partner gain affinity.

Instructing Your Linked Partner

Generally, the linked partner attacks the same target as your character, but if you press the directional button of your linked partner, you can change their AI pattern.

- Up to You: Attacks independently or with partner based on AI
- Act Together: Attacks alongside AI partner
- Act Freely: Acts according to AI set in Strategy menu

Basic Partner Actions

Unless set to Act Freely, your partner will perform the following actions:

Follow: Partner will follow you around battlefield.

Pincer Attack: Partner will attack your target from behind.

Cover Your Back: If there's an enemy within a distance of about a single quick-step in the 180-degree span behind your character, your partner will switch to that target to protect you.

Spell Support: If you begin casting a spell, your partner will attempt to protect you from enemies who would attempt to interfere.

Block: If your partner is near you, and not under attack, and you've taken three or more hits from a foe targeting you, your partner will move in front of you and attempt to block the enemy's attacks.

Stun Recovery: If you become stunned, your partner will attack you to clear the stun. This attack deals no damage.

Long-Term Linkage Bonuses

If you've spent a lot of time linked with a certain character (it does not need to be consecutively) certain link bonuses will power up. You can view the amount of time you've linked with each character in the Library menu.

Benefit	Linked for 15+ minutes	Linked for 60+ minutes	Linked for 2+ hours
Recovery Sharing	Share 30% HP or TP	Share 35% HP or TP	Share 40% HP or TP
Damage Sharing	Reduced to 20% of damage	Reduced to 15% of damage	Reduced to 10% of damage
Ailment Sharing	Partner's ailment duration reduced by 10%	Partner's ailment duration reduced by 20%	Partner's ailment duration reduced by 30%
Over Limit	Over Limit time increased by 1 second	Over Limit time increased by 2 seconds	Over Limit time increased by 3 seconds

Game System

Support Abilities

Character	Support	Effect
Ludger	Mirror	Same effect as partner's Partner Skill.
Jude	Restore	Heals knocked-down partner, may revive KO'd partner.
Milla	Bind	Immobilizes foe.
Alvin	Breaker	Breaks enemy's guard and stuns them.
Elize	Teepo Drain	Steals HP and TP from foe for partner.
Rowen	Auto Magic Guard	Uses Magic Guard if partner is about to be targeted by spell.
Leia	Item Steal	Steals items from knocked-down foes.
Gaius	Chivalry	After blocking, allows partner to use attack with the following benefits one time: TP cost reduced by 25%, become damage type enemy is weak to, break Iron Stance and guard.
Muzét	Support Warp	When partner front-steps, they warp right in front of foe. When partner back-steps, they warp a certain distance away from foe.

Ability Changes Based on Enemy Type

Certain abilities are better against certain enemy types, and you may gain powered-up versions of support abilities by choosing your partner based on the enemy's combat type. No one has special properties against Boss-type foes.

Vs. Power-Type Foes

Jude: Gets knocked down a lot, so Restore triggers more. Restore cures more HP against these foes.

Alvin: Power foes block more, so Breaker is better.

Gaius: Power foes block more, so Chivalry is better.

Vs. Speed-Type Foes

Milla: Bind is more useful against fast foes. Odds of success increase.

Elize: Teepo Drain triggers more.

Vs. Magic-Type Foes

Rowen: Use more magic so Auto Magic Guard is better.

Leia: Higher chances of stealing rare items.

Muzét: Support Warp useful for avoiding area-effect artes.

Game System

Linked Artes

How the Linked Artes Gauge Works

When linked, the gauge fills with every hit, so multi-hit attacks and area-effect spells fill it more quickly. It only fills when the attacking character is linked, but linked party members fill it too. The gauge is divided into five segments and you can use one Linked Arte per area. When one area is full, you must use a Linked Arte before the next segment can start filling. An icon may appear when you use an arte while linked. This is your cue to press R2 to active the Linked Arte. When all five segments are filled, you can enter Over Limit.

Fill Your Linked Artes Gauge with Support Abilities

When your linked partner uses support abilities, it will greatly fill your Linked Artes Gauge.

- Jude, Leia, and Gaius fill it 200 points.
- Milla, Alvin, Elize, and Rowen fill it 100 points.
- Muzét fills it 2 points.
- Ludger fills it by however much the character he's mirroring would fill it.

Common Linked Artes and Unique Linked Artes

There are two kinds of Linked Artes. Unique Linked Artes are a combination of two specific artes, and have unique names. Linked Artes that are not based on specific artes are common Linked Artes. For example, if Ludger uses arte A and Jude uses arte A, they can combine to form the Linked Arte A-Linked Arte. But if Ludger uses arte B instead, that doesn't have a corresponding arte from Jude, so they'll use the Link Charge common Linked Arte instead. Common Linked Artes have four types: Cannon (projectile), Pillar (bashing), Charge (lunging), and Edge (sweeping area effect). The type you use will depend on your linked partner. The letter at the beginning denotes its elemental type (F for Fire, A for Water, W for Wind, E for Earth, L for Light, S for Dark). This is determined by the pairing of characters who use it. Ludger has different common artes for all of his weapons.

Boosting Linked Arte Power

Linked Artes gain in power when triggered off of using powerful artes, because the power of the original arte is added to the power of the Linked Arte.

Performing Combos with Linked Artes Chains

- Use a Linked Artes chain by performing a second arte that can be turned into a Linked Arte immediately after a previous Linked Arte.
- You can continue to chain them for as long as time remains—subsequent Linked Artes in a Linked Artes chain do not consume a region of your Linked Artes Gauge.
- For long chains, avoid using artes with a casting time, as they may break the chain.
- You can't use the same Linked Arte twice in a chain, but you can change your linked partner in the middle of a chain to maintain the chain with different Linked Artes.
- Changing Ludger's weapon is another way to give you a fresh variety of Linked Artes.
- You CAN perform a common Linked Arte with the same name as one you've performed previously if it's with a different partner.

Game System

Using Over Limit

When you fill the fifth area of the Linked Artes Gauge, you'll temporarily enter Over Limit.

Over Limit Properties

- Over Limit lasts 10 seconds, but skills and time-related bonuses with your linked partner can extend it.
- You can't get staggered while in Over Limit and actions do not consume AC or TP.
- You can use Linked Artes at the cost of one Linked Artes Gauge region.
- You can use Linked Artes chains.
- If you know the right skill, you can use mystic artes and linked mystic artes.
- Your linked partner gains all of the above bonuses as well.

Finish Your Over Limit with a Mystic Arte

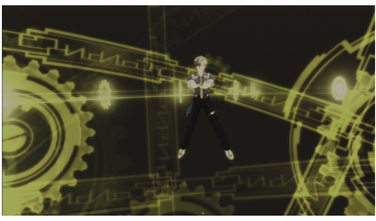
If you set the Special skill, you can perform a mystic arte during Over Limit. Mystic artes are attacks that always hit and deal large amounts of type-less damage.

Additionally, the Special Linked Artes skill lets you perform linked mystic artes with a character with which you have a high enough level of affinity, and Jude and Milla can use a special linked mystic arte with the Special skill.

- If the player character has the Special skill set, you can press and hold ✕ during a Linked Arte in Over Limit to perform a mystic arte.
- If your partner also has the Special skill set, press and hold L1 + ✕ to perform the partner's mystic arte.
- If you have the skills Special and Single Artes set, during an Over Limit you can hold ✕ after performing an arcane arte to perform a mystic arte. Note that this won't work if the arcane arte was blocked or missed.
- If Ludger and his partner both have the Special skill equipped, press and hold R2 during a Linked Arte performed during Over Limit to perform a linked mystic arte with Ludger. You can also do this if you're playing as a character with those skills set and are linked with Ludger as your partner.
- Milla and Jude can do a linked mystic arte together if both have the Special skill equipped.
- Performing any mystic arte will end Over Limit.

Game System

Transformation



You gain the ability to transform in Chapter 6. This powerful mode is activated by pressing L3 and R3 at the same time. Combat ability is greatly enhanced in this mode and it is impossible to die while transformed.

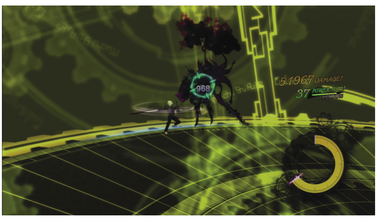
Transformation Properties

- The chromatus gauge appears whenever Ludger participates in combat.
- It takes 40 seconds of combat for the gauge to fill one bar (not counting time spent KO'd or during free run).
- You can transform at any time, except for during enemy mystic artes or when KO'd.
- The gauge has four bars, and the number used when activating it increases its power.
- You can't use the menu when transformed.
- Your weapon while transformed has P.ATK 89 and M.ATK 77 as its stats.

Transformation Differences

- Your attacks and artes all change to new forms, and all deal type-less damage.
- You cannot be staggered or take damage, although taking damage shortens the duration of the transformation.
- You have no AC or TP, so outside of the recovery windows of individual moves, you can chain combos freely.
- Ludger gets a stat boost. The power of the boost varies based on how many gauge bars were used.
- Combo counter changes: combos are now tallied for every enemy you hit, not just the targeted one (so hitting a group of four enemies with a three-hit combo adds 12 to the counter).
- Enemies don't disappear when killed during combos; you can keep hitting them until the combo ends.

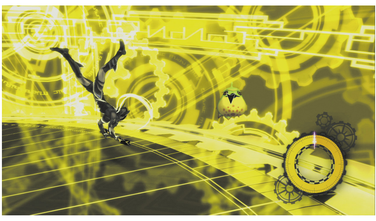
Transforming During a Weakness-Exploiting Combo



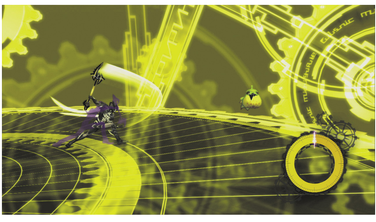
One disadvantage of your transformed form is that since your damage is type-less, you can't exploit damage-type weaknesses. However, you can set up a weakness-exploiting combo and then transform in mid-combo, allowing you to continue the combo with the damage multiplier you'd previously earned. If you do this, the combo timer gauge will stop, so you can continue the combo indefinitely. (You also won't need to worry about enemy counterattacks.) Setting up a combo damage multiplier allows you to deal maximum damage with your transformation.

Action Differences When Transformed

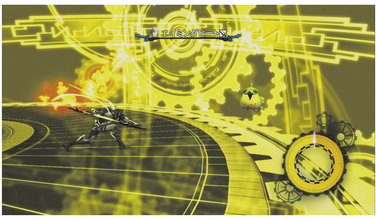
You use transform-exclusive artes when transformed, regardless of the artes you'd set. Overall, you're more powerful, faster, and attacks have wider range. If you use at least two transformation bars, you'll have access to a mystic arte, but using it will end your transformation, so use it last.



Movement: You can still move, free run, jump, and perform quick-steps. Your back-step is a slower flip and your front-step warps you to your target.



Basic Attacks: You no longer have different attacks based on directional input, but while jumping you have new attacks for ↑ + ✕, ← / → + ✕, and ↓ + ✕. Consecutively pressing ✕ while on the ground will result in a five-attack combo that ends with an arte.



Strong Attacks: You have new attacks for L1 + ✕ and L1 + ← / → + ✕. If you used two transform gauges, you can press ✕ after a L1 + ✕ hit to perform a mystic arte, even if the previous attack was blocked.

Artes: Your manually selected artes are ignored in favor of preset artes for each direction + ✕. You can also press ✕ repeatedly one to four times and then tap ✕ again to use a fifth arte.

Power Differences per Transformation Stage

As you play through the game, you'll earn four transformation levels.

Stage	Earned At	Bonus
1	Chapter 6	Ludger's P.DEF and M.DEF are doubled (at this level only).
2	Chapter 8/9	Artes have wider range, can use mystic arte, P.ATK and M.ATK up 30%.
3	Chapter 15	When fighting on ground, Ludger has a shadow that doubles the hits from his normal attacks, P.ATK and M.ATK up 60%.
4	Chapter 16	Some artes gain additional hits, new mystic arte, P.ATK and M.ATK are doubled.

How Skills and Damage Affect Transformation Duration

Regardless of the stage, the transformation lasts 20 seconds. Skills can lengthen the time you can stay transformed. Receiving damage shortens this; if an attack would deal damage equal to 20% of your max HP, you'll lose 20% of your transformation time instead.

Skill Bonuses

- Kresnik gives you 5 extra seconds of transform time if you transform in mid-combo.
- Kresnik 2 halves the speed at which your chromatus gauge drains when in mid-air.
- Overdrive halves the speed at which your chromatus gauge drains when you perform a taunt.
- Chromatus Drive makes your chromatus gauge fill 50% faster if Ludger has 30% or less HP.
- Affinity Bonuses: If you have over 6000 points of affinity with your linked character, your chromatus gauge will fill 5 seconds faster. If you have over 12,500 affinity points with your linked partner, you gain 5 additional seconds when transformed.
- Transformation Bonus: If you set the skill Break-In, you'll get a +0.01 second bonus for each time you've transformed previously, up to a max of 10 additional seconds (for 1000 transformations).

Game System

Enemies

The Four Enemy Types

Enemies are divided into four types. You can see their type if you target them with R1 and look at their icon (see chart). Some linked partners are better than others against certain enemy types.

Combat Types	
Enemy Type	**Description**
Power	Uses attacks that knock down or knock back, have strong guard
Speed	Fast movement speed
Magic	Attacks mostly with artes
Boss	Strong foe that attacks in event battles or as Elite Monsters

Enemy Levels Change Over Time

Enemy levels have a range in each area. For example, Sapstrath Deepwood is 23–41 at Chapter 7. The initial level matches your party's average level when they enter the area for the first time, so if it's 25, the enemy is level 25. If it's less than 23, the enemy is 23. If it's more than 41, the enemy is 41. At certain levels and in Character Episodes, the enemy level range changes, and their level is recalibrated to your current average level.

Special Enemy Behavior

- Most enemies have a 10% chance of using a get-up attack, but bosses have a much higher chance.
- Most enemies have a 10% chance of recovering from being knocked back, but bosses typically recover from a fall 80–100% of time.
- Counterattacks occur after you hit a certain preset number of times. Usually a red ! appears at that point. Enemies can't counterattack during weakness-exploiting combos.
- Some enemies use items. You can steal them with Item Steal so they can't use an item.
- Enemy Over Limit lasts 10–20 seconds. During this time they can't be staggered and if they hit with their arcane arte they can use their mystic arte.
- Some enemies have skills, including most human foes, Odin, and a few Elite Monsters.

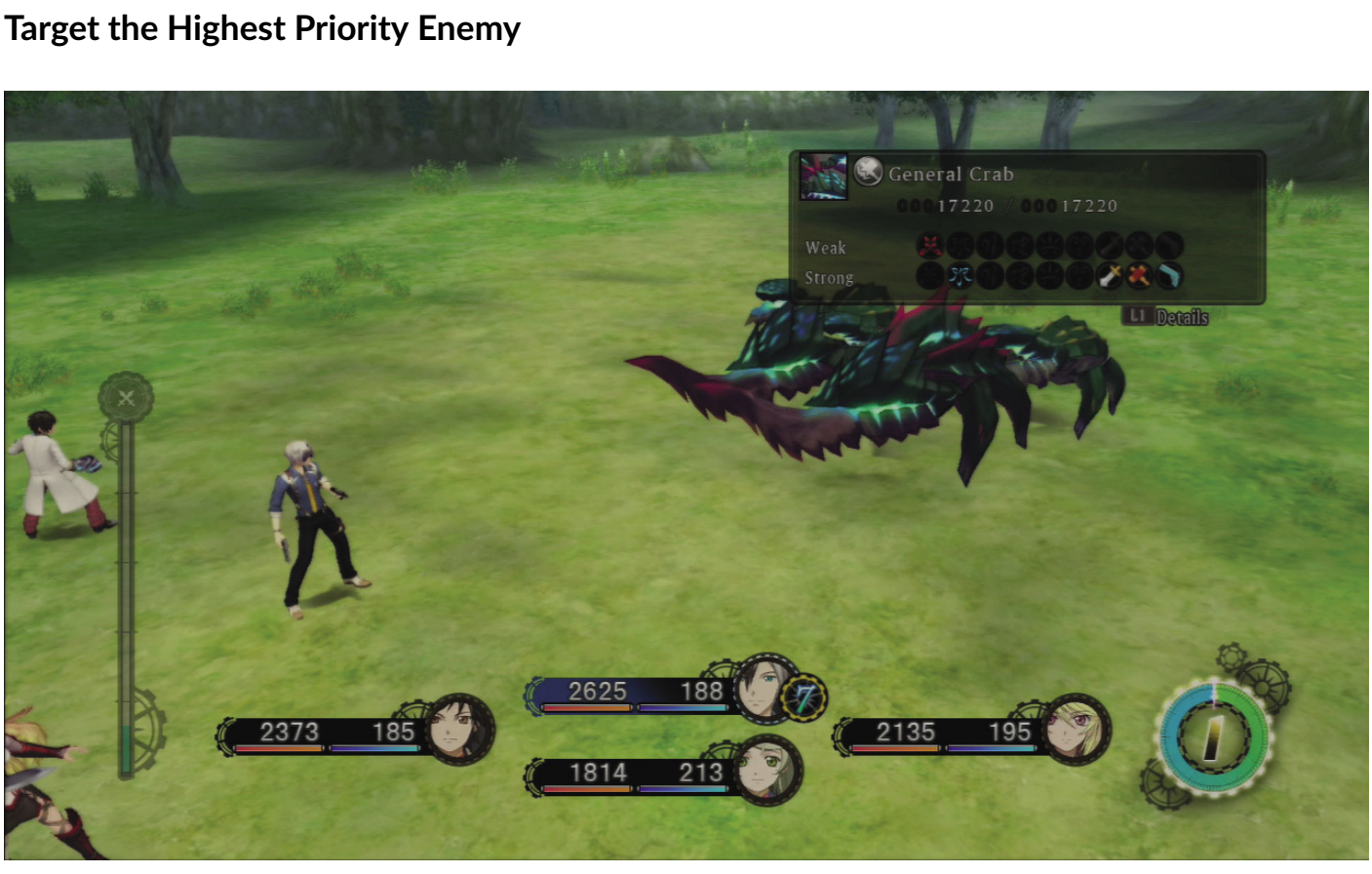
Aim for Weak Points for Critical Hits

Some bosses have weak points and you'll always score critical hits if you hit them there with an attack that does any damage (even if they're resistant to it). You can see them (as red circles) if you press R1 when you have Ludger's Reconaissance skill set.

Defeat Enemies to Boost SP

You begin with 3 SP, and each time you learn a skill, you gain SP equal to half of what it would cost to set it. Each character has certain enemies they can defeat to earn additional SP bonuses. These foes differ for each character, and there are usually 26–36 foes per character. Enemies in areas you can't return to and foes you only battle once are not counted. There are two to three stages of SP bonuses, so keep battling foes for higher SP bonuses! You can see which monster corresponds to which character, how many you've defeated, and how many you need to defeat to earn bonuses in the in-game Enemy Data menu.

Target the Highest Priority Enemy



The first "move" you should make is to check your enemies' stats and prioritize which foe to tackle first. The decision is pretty simple—attack the most dangerous foe first. Yet, there are times when you want to remove weaker enemies first if one of them has a lot of HP (especially with bosses). The goal is always eliminate the biggest threat, but sometimes that means clearing a path by wiping out other foes first. At the start of combat, hold R1 and use the left stick to choose a target to check enemies' HP, resistances, and so on.

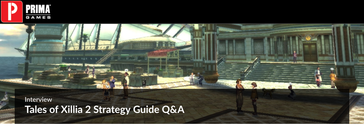
Special Enemies

Enemies with a ! on a yellow triangle are strong enemies who are one difficulty rank higher than your current level.

There are also two rare enemies that appear about 5% of the time when you enter an area.

The Bacura has extremely high defense and can't be staggered. You earn lots of EXP and elemental ore for defeating them.

The Gald Freak has an Iron Stance and attacks with counterattacks. It gives lots of gald when defeated.



Interview

Tales of Xillia 2 Strategy Guide Q&A

Hideo Baba

What was the reason for creating a sequel so soon after the original Tales of Xillia's release?

Tales of Xillia was developed as the series' 15th anniversary title in Japan and we had created so many reference materials compared to past entries in the series, including those of the first collaboration in fifteen years between Inomata Sensei and Fujishima Sensei, and the plot and history of the world following it. The roots of the concept for *Tales of Xillia 2* was when we started the thinking that if there was any way we could portray an even more appealing story by utilizing the various plot points that were not fully portrayed in the world of Xillia but was originally created as reference for the original. So it is one of the reasons why a sequel was created since especially in regards to the world of Elympios, it was not deeply portrayed, and I thought of portraying a drama of the adventure of a new main character in this world and deepening the relationship between the prior title's characters.

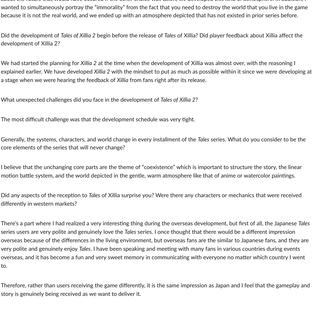
Tales of Xillia 2 seems to be very well regarded by fans of the series. Is making numbered sequels with the same cast and world a model you think you'll pursue with future Tales titles?

In *Xillia 2*, the story unfolds with a dual focus on the main characters Ludger, Elle and Julius (Ludger's brother) and on the keyword "choice." It has been well received for including the answer to the story beyond their destiny due to their decisions. For the future,numbering titles and sequel developments relate to the content and development of each individual title so I would not know until I actually create the new installments.

Aspects like free choice, an episodic structure, and a silent protagonist haven't traditionally been a part of the Tales series. Did you feel making a sequel gave you more freedom to experiment?

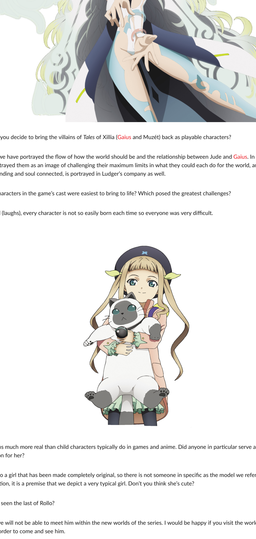
In Xillia 2, since it does have a 2 in its name, the impression of it as a sequel may be strong, but with a new main character, worldview, story, etc., it is basically created as a new title. Moreover, we have depicted various ways in which we would like to have the players themselves become the main character and feel the weight of the decisions by weaving in the keyword "choice" as the game's concept and messaging within the gameplay. Therefore, it's not created as an experiment but as a new focus in the storytelling.

It is a title that we have developed through much trial and error and finally came up with a proposal of the new gameplay and new experience.



Now that your work on ToX2 is complete, do you consider these experiments to have been a success?

Since we have developed the title with the conviction that this is an official flagship product, it is not at all experimental. We believe that *Xillia 2*'s proposal to explore the new gameplay elements and new experiences were enjoyed by many people.



ToX2 seems more violent and more tragic than past games in the series. What inspired its darker tone?

This time the keyword is "choice," and I believe we make many choices of our own in our daily lives. That means that the future of our lives is created by the choices and that the choices change the future. In thinking that we would like to seriously think about the future that would have occured if the other choice was taken, we developed this kind of atmosphere. In addition, I wanted to simultaneously portray the "immorality" from the fact that you need to destroy the world that you live in the game because it is not the real world, and we ended up with an atmosphere depicted that has not existed in prior series before.

Did the development of *Tales of Xillia 2* begin before the release of Tales of Xillia? Did player feedback about Xillia affect the development of Xillia 2?

We had started the planning for *Xillia 2* at the time when the development of Xillia was almost over, with the reasoning I explained earlier. We have developed *Xillia 2* with the mindset to put as much as possible within it since we were developing at a stage when we were hearing the feedback of *Xillia* from fans right after its release.

What unexpected challenges did you face in the development of *Tales of Xillia 2*?

The most difficult challenge was that the development schedule was very tight.

Generally, the systems, characters, and world change in every installment of the Tales series. What do you consider to be the core elements of the series that will never change?

I believe that the unchanging core parts are the theme of "coexistence" which is important to structure the story, the linear motion battle system, and the world depicted in the gentle, warm atmosphere like that of anime or watercolor paintings.

Did any aspects of the reception to *Tales of Xillia* surprise you? Were there any characters or mechanics that were received differently in western markets?

There's a part where I had realized a very interesting thing during the overseas development, but first of all, the Japanese Tales series users are very polite and genuinely love the Tales series. I once thought that there would be a different impression overseas because of the differences in the living environment, but overseas fans are the similar to Japanese fans, and they are very polite and genuinely enjoy Tales. I have been speaking and meeting with many fans in various countries during events overseas, and it has become a fun and very sweet memory in communicating with everyone no matter which country I went to.

Therefore, rather than users receiving the game differently, it is the same impression as Japan and I feel that the gameplay and story is genuinely being received as we want to deliver it.

Why did you decide to bring the villains of Tales of Xillia (Gaius and Muzet) back as playable characters?

In *Xillia*, we have portrayed the flow of how the world should be and the relationship between Jude and Gaius. In *Xillia 2*, we have portrayed them as an image of challenging their maximum limits in what they could each do for the world, and Gaius, understanding and soul connected, is portrayed in Ludger's company as well.

Which characters in the game's cast were easiest to bring to life? Which posed the greatest challenges?

Well well (laughs), every character is not so easily born each time so everyone was very difficult.

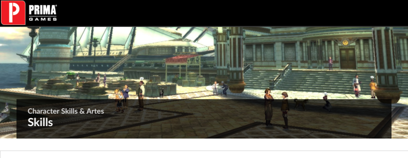
Elle seems much more real than child characters typically do in games and anime. Did anyone in particular serve as an inspiration for her?

Elle is also a girl that has been made completely original, so there is not someone in specific as the model we referenced. As you mention, it is a premise that we depict a very typical girl. Don't you think she's cute?

Have we seen the last of Rollo?

Maybe we will not be able to meet him within the new worlds of the series. I would be happy if you visit the world of *Xillia 2* often in order to come and see him.

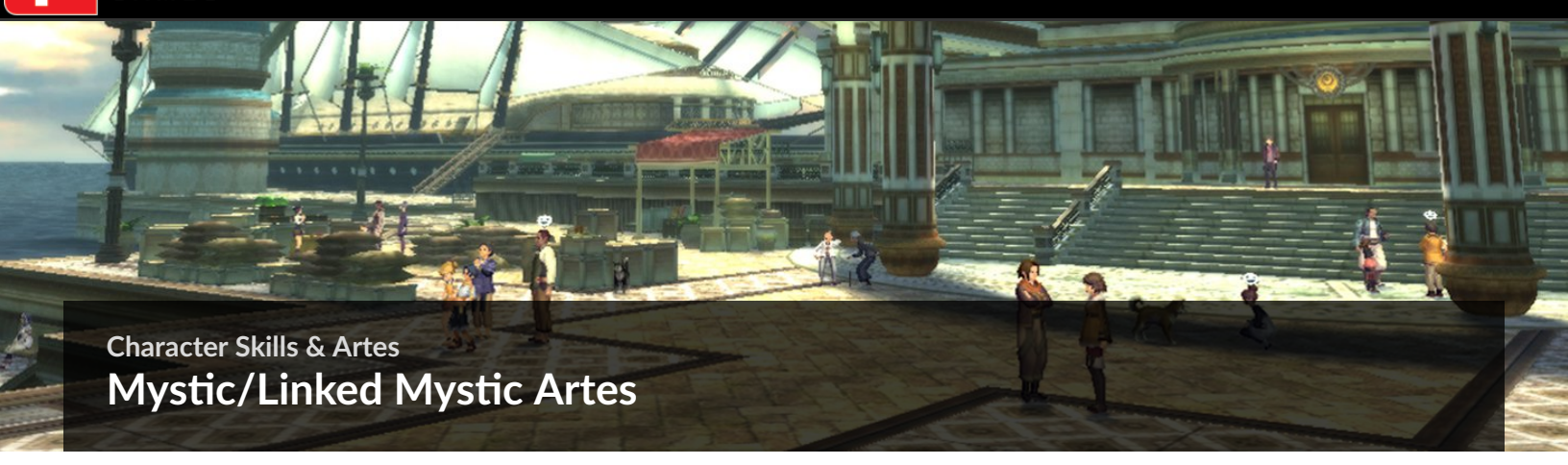
PRIMA GAMES



Character Skills & Artes

Skills

Name	Linked Skill	SP	Ludger	Jude	Milla	Alvin	Elize	Rowen	Leia	Gaius	Muzét	Requirement
Minimum Damage	√	6	√	√	√	√	√	√	√	√	√	Skill Tom
HP Absorbed	√	4	√	—	—	—	—	—	—	—	—	Ludger
HP Gain	√	4	√	√	√	√	√	√	√	√	√	Light 10
HP Gain 2	—	4	√	√	√	√	√	√	√	√	√	Light 10
HP Restoration Guard	√	6	√	—	—	√	√	—	—	—	—	Earth 45
Medicinal Meditation	√	2	—	—	√	—	—	—	—	—	—	Fire Win
TP Gain	√	10	√	√	√	√	√	√	√	√	√	Dark 10
TP Gain 2	—	4	√	√	√	√	√	√	√	√	√	Dark 10
TP Restoration Guard	√	6	√	—	√	—	—	√	√	√	—	Earth 45
TP Renewal	—	8	√	—	√	√	√	√	√	√	√	Level 7
Earth Guard	√	8	√	—	—	—	—	—	√	—	—	Ludger
Stable Shift	—	4	√	—	—	—	—	—	—	—	—	Dark Wi
Multi-Item	—	10	—	—	—	—	—	—	√	—	—	Skill Tom
Item Spawn	—	12	—	—	—	—	—	—	—	—	—	Light 84
Item Knowledge	—	8	—	—	—	—	—	—	√	—	—	Water Ea
Focused Assault	—	4	—	—	—	—	—	—	—	—	—	Wind Da
Focused Spell	—	4	—	—	—	—	—	—	—	—	√	Fire Win
Water Guard	√	8	√	—	—	—	√	—	—	—	—	Ludger
Fortune	√	10	√	—	—	—	—	—	—	—	√	Ludger
Assault Step	√	12	√	√	—	—	—	—	—	—	—	Ludger
Agility	—	2	√	√	√	√	√	√	√	√	√	Wind 10
Agility 2	√	4	√	√	√	√	√	√	√	√	√	Wind 67
Agility 3	√	8	√	√	—	—	—	√	—	√	—	Ludger
Blunt Force	√	4	√	—	√	—	—	—	—	—	—	Ludger
Increased Tension	—	4	—	—	—	—	—	—	—	—	—	Light Fir
Increased Tension 2	—	12	—	—	—	—	—	—	—	—	√	Light Fir
Fury Stoke	—	4	√	√	√	√	√	√	√	√	√	Fire 230
Fury Stoke 2	—	2	√	√	√	√	√	√	√	√	√	Fire 230
Support Shift (Jude)	—	8	—	√	—	—	—	—	—	—	—	Fire 330
Support Shift (Milla)	—	8	—	—	√	—	—	—	—	—	—	Water 45
Support Shift (Alvin)	—	10	—	—	—	√	—	—	—	—	—	Earth Lig
Support Shift (Elize)	—	6	—	—	—	—	√	—	—	—	—	Water Ea
Support Shift (Rowen)	—	8	—	—	—	—	—	√	—	—	—	Water 50
Support Shift (Leia)	—	8	—	—	—	—	—	—	√	—	—	Wind 45
Support Shift (Gaius)	—	8	—	—	—	—	—	—	—	√	—	Earth 90
Support Shift (Muzét)	—	8	—	—	—	—	—	—	—	—	√	Wind 50
Arte Magic	—	10	√	—	—	—	—	—	—	—	—	Ludger
Fulgo Death	—	2	—	√	—	—	—	—	—	—	—	Dark 36
Indication	—	4	—	—	—	—	—	—	√	—	—	Water 45
Intelligence	—	2	√	√	√	√	√	√	√	√	√	Light 30
Intelligence 2	√	4	√	√	√	√	√	√	√	√	√	Light 67
Intelligence 3	√	8	√	√	—	—	—	√	—	√	—	Ludger
Reconnaissance	—	2	√	—	—	—	—	—	—	—	—	Light 23
Wizard	—	12	—	—	—	—	√	—	—	—	—	Dark Wa
Wizard 2	—	20	—	—	—	—	√	—	—	—	—	Dark Wi
Jude Sync	—	2	—	—	√	—	—	—	—	—	—	Skill Tom
Milla Sync	—	2	—	√	—	—	—	—	—	—	—	Skill Tom
Wind Guard	√	8	√	—	—	—	—	—	—	—	—	Wind Lig
Solid Guard	—	4	√	√	√	√	√	√	√	√	√	Dark 15
Warrior	—	14	—	—	—	—	—	—	—	—	—	Light Fir
Warrior 2	—	4	—	—	—	—	—	—	—	—	—	Light Fir
Aerial Armor	√	18	√	√	—	√	—	—	√	—	√	Ludger
Aerial Guard	—	2	—	—	—	—	—	—	—	—	√	Milla Wa
Aerial Jump	√	4	√	—	—	—	—	—	—	—	√	Milla Fir
Aerial Jump 2	—	10	—	—	—	—	—	—	—	—	—	Fire 510
Air Swimmer	—	16	—	—	—	—	—	—	—	—	—	Dark Wa
Aerial Spell	—	10	—	—	—	—	√	—	—	—	—	Milla Wa
Aerial Dash	—	4	—	—	—	—	—	—	—	—	√	Fire 200
Aerial Blind	—	4	—	—	—	—	—	—	—	—	√	Milla Fir
Aerial Backstep	—	4	—	—	—	—	—	—	—	—	—	Fire Wa
Aerial Force	—	4	—	—	—	—	—	—	—	—	√	Milla Wa
Aerial Revenge	—	4	—	—	—	—	—	—	—	—	—	Fire 100
Linked Action	—	8	√	√	√	√	√	√	√	√	√	Light 45
Exchange	—	2	—	—	√	—	—	—	—	—	—	Earth 15
Exchange Plus	—	2	√	—	—	—	—	—	—	—	—	Earth 30
Energy Armor	—	12	—	—	—	—	—	—	—	—	—	Dark Wi
Energy Barrier	—	20	—	—	—	—	—	—	—	—	—	Dark Wi
Elemental Armor	—	8	—	—	—	—	—	—	—	—	—	Skill Tom
Angel's Cry	—	12	—	—	—	—	—	—	—	—	—	Light 15
Endurance	—	4	—	—	—	—	√	—	—	—	—	Water 15
Auto Medicine	—	6	—	—	—	—	—	—	—	—	—	Water 15
Auto Medicine 2	—	8	—	—	—	—	√	—	—	—	—	Water 45
Continued Channeling	—	12	—	—	—	—	—	—	—	—	—	Fire Win
Overdrive	—	2	—	—	—	—	—	—	—	—	—	After bei
All Guard	—	20	—	—	√	√	√	√	√	√	√	Ludger
TP Guard Support	√	2	—	—	—	—	—	—	—	—	—	Light Fir
Guard Impact	—	2	—	—	—	—	—	—	—	—	—	Water Ea
Heal Guard	—	8	√	—	—	—	—	—	√	—	—	Water Ea
Guard Plus	√	8	—	—	—	—	—	—	—	—	√	Ludger
Reflective Guard	—	8	—	—	—	—	—	—	—	—	—	Ludger
Counter Arte	—	12	—	—	—	—	—	—	—	—	—	Fire Win
Counter Chance	—	2	√	—	—	—	—	—	—	—	—	Dark Wi
Bullet Vengeance	—	2	√	—	—	—	—	—	—	—	—	Water 4
Neon Edge	√	4	—	—	—	—	—	—	—	—	—	Fire 230
Charismatic Stance	√	4	—	—	—	—	—	—	—	—	—	Wind Wa
Speed Freak	—	4	√	—	—	—	—	—	—	—	—	Earth Lig
Quick Motion	—	4	—	—	—	—	—	—	—	—	—	Fire Dar
Quick Recover	—	4	—	√	—	—	—	—	—	—	—	Dark Wa
Immediate Consumption	—	14	—	—	—	—	—	—	√	—	—	Wind Da
Cruelize	—	4	—	—	—	—	—	—	—	—	—	Fire 400
Critical	√	8	√	—	√	√	√	√	√	√	√	Ludger
Sustained Critical	—	16	—	—	—	—	—	—	—	—	√	Fire Win
Critical Damage	—	8	√	—	—	—	—	—	—	—	—	Light Fir
Smooth	√	8	—	—	√	—	—	—	—	—	—	At the st
Smooth 2	—	4	—	—	—	—	—	—	—	—	—	At the st
Smooth 3	—	2	—	—	—	—	—	—	—	—	—	At the st
Glory	—	18	—	—	—	—	—	—	—	√	—	Reward
Level Restore	—	2	√	√	√	—	—	—	—	—	—	Earth Lig
Back Support	—	2	—	—	—	—	—	—	—	—	—	Fire 150
Grounded Stance	—	10	√	—	√	√	—	—	√	—	—	Ludger
Cross Counter	—	4	—	√	—	—	—	—	√	—	—	Ludger
Snap Point	—	4	√	—	—	—	—	—	—	—	—	Light Po
Snap Point 2	—	4	—	—	—	—	—	—	—	—	—	Light Po
Snap Point 3	—	4	√	—	—	—	—	—	—	—	—	Light Po
Conductor	—	2	—	—	—	—	—	—	—	—	—	Water Ea
Conductor 2	—	4	—	—	—	—	—	—	—	—	—	Water Ea
Conductor 3	—	12	—	—	—	—	—	—	—	—	—	Water Ea
Conductor 4	—	4	—	—	—	—	—	—	—	—	—	Water Ea
Point Conversion	—	4	√	—	—	—	—	—	—	—	—	Ludger
TP Combo Support	—	2	√	—	—	—	—	—	—	—	—	Fire 1470
Spell Cooler	—	4	—	—	—	—	—	—	—	—	—	Dark 150
Combo Option	—	2	√	√	—	—	—	—	—	—	—	Ludger
Looting	—	4	√	—	—	—	—	—	—	—	—	Water Ea
Looting 2	—	4	√	—	—	—	—	—	—	—	—	Water Ea
Self Sacrifice	—	2	—	—	—	—	—	—	—	—	—	Wind Da
Sincere	—	20	√	—	—	—	—	—	—	—	—	Ludger
Gentleman's Creed	—	8	—	—	—	—	—	—	—	—	—	Skill Tom
Sharp Edge	√	4	√	—	—	—	—	—	—	—	—	Fire Win
Striking Hard	—	2	—	—	—	—	—	—	—	—	—	Light Fir
Jump Cancel	√	4	√	√	—	—	—	—	—	—	—	Ludger
Single Arte	—	4	√	—	—	—	—	—	—	—	—	Level 70
Matter Gamble	—	4	√	—	—	—	—	—	—	—	—	Ludger
Spell Gamble	—	4	√	—	—	—	—	—	—	—	—	Ludger
Sky Soldier	—	20	√	—	—	—	—	—	—	—	—	Ludger
Vitality	—	2	√	√	√	√	√	√	√	√	√	Water 45
Vitality 2	√	4	√	√	√	√	√	√	√	√	√	Water 87
Vitality 3	√	8	√	√	—	—	—	—	—	—	—	Ludger
Void Plus	√	8	√	—	—	—	—	—	—	—	—	Light Fu
Void Psyche	—	4	—	—	—	—	—	—	—	—	—	Dark Wa
Bonus Economist	—	2	—	—	—	—	—	—	—	—	—	Dark Wi
Bonus Economist 2	—	4	—	—	—	—	—	—	—	—	—	Earth 30
Status Guard	—	10	√	—	—	—	—	—	—	—	—	Water Ea
Victory Wisdom	—	4	—	—	—	—	—	—	—	—	—	Dark Wi
Village Step	—	8	√	√	√	√	√	√	√	√	√	Wind Ea
Step Guard	√	12	√	√	—	—	—	—	—	—	—	Ludger
Long Step	√	4	√	√	√	√	√	√	√	√	√	Fire Wa
Discerning Strike	—	10	—	—	—	—	—	—	—	—	—	Wind Ea
Strength	—	2	√	√	√	√	√	√	√	√	√	Fire 30
Strength 2	√	4	√	√	√	√	√	√	√	√	√	Fire 870
Strength 3	√	8	√	√	—	—	—	—	—	—	—	Skill Tom
Chain Consumption	—	12	—	—	—	—	—	—	—	—	—	Fire Wa
Rebel Core	—	6	√	—	—	—	—	—	—	—	—	Light Po
Spell Core 2	—	10	√	—	—	—	—	—	—	—	—	Light Po
Spell Core 3	—	16	—	—	—	—	—	—	—	—	—	Light Po
Spell Spill	—	2	√	—	—	—	—	—	—	—	—	At the st
Spell Charge	—	16	—	—	—	—	—	—	—	—	—	Water Ea
Spirit	—	2	√	√	√	√	√	√	√	√	√	Dark 45
Spirit 2	√	4	√	√	√	√	√	√	√	√	√	Dark 13
Spirit 3	—	8	√	√	—	—	—	—	—	—	—	Ludger
Spectate	—	8	—	—	—	—	—	—	—	—	—	Fire 1470
Renewed Confidence	—	2	√	—	—	—	—	—	—	—	—	Water 15
Temporary Stability	—	8	—	—	—	—	—	—	—	—	—	Water Ea
Momentary Gain	—	2	√	—	—	—	—	—	—	—	—	Fire Wa
Momentary Gain 2	—	4	√	—	—	—	—	—	—	—	—	Fire Wa
Adrenaline Rush	—	4	—	—	—	—	—	—	—	—	—	Wind Da
Opportune Harvest	—	12	—	—	—	—	—	—	—	—	—	Skill Tom
Special	—	20	√	—	—	—	—	—	—	—	—	Level 82
Wild Special	—	40	√	—	—	—	—	—	—	—	—	Level 75
Special Linked Arte	—	40	√	—	—	—	—	—	—	—	—	Talent
Spell Break	—	2	—	—	—	—	—	—	—	—	—	Wind 30
Abrupt Cast	—	16	—	—	—	—	—	—	—	—	—	Water 45
Ground Spellcasting	—	8	—	—	—	—	—	—	—	—	—	Wind Da
Mobile Casting	—	4	—	—	—	—	—	—	—	—	—	Water 4
Spell Boost	—	4	—	—	—	—	—	—	—	—	—	Skill Tom
Absolute Reduction	—	4	—	—	—	—	—	—	—	—	—	Fire 100
Spell Resistance	—	4	—	—	—	—	—	—	—	—	—	Water Ea
Casting Window	—	8	—	—	—	—	—	—	—	—	—	Fire Wa
Second Arte (Ludger)	—	10	√	—	—	—	—	—	—	—	—	Skill Tom
Second Arte (Jude)	—	2	—	√	—	—	—	—	—	—	—	Water 15
Second Arte (Rowen)	—	12	—	—	—	—	—	—	—	—	—	Water 45
Second Arte 2 (Ludger)	—	4	√	—	—	—	—	—	—	—	—	Water Ea
Second Arte 2 (Jude)	—	4	—	√	—	—	—	—	—	—	—	Earth 40
Second Arte 3	—	8	√	—	—	—	—	—	—	—	—	Dark 40
Second Arte 4	—	8	√	—	—	—	—	—	—	—	—	Skill Tom
Second Arte 5	—	8	√	—	—	—	—	—	—	—	—	Skill Tom
Invigorating Touch	—	4	—	√	—	—	—	—	—	—	—	Fire 150
Alternate Dash	—	6	√	√	√	√	√	√	√	√	√	Wind 50
Dash Guard	√	8	√	—	—	—	√	—	—	—	—	Dark 15
Down Bash	√	4	√	√	—	—	—	—	—	—	—	Ludger
Down Rush	√	6	—	√	—	—	—	—	—	—	—	Water 45
Dash	—	16	√	—	√	—	—	—	—	—	—	Ludger
Quick Drop	—	2	√	—	√	—	—	—	—	—	—	Ludger
Damage Control	√	4	√	√	√	√	√	√	√	√	√	Ludger
Chicken Run	—	2	—	—	—	—	√	—	—	—	—	Fire 150
Charge Armor	—	28	—	—	√	—	—	—	—	—	—	Wind Da
Charge Plus	—	2	—	—	√	—	—	—	—	—	—	Wind Da
Charge Plus 2	—	4	—	—	√	—	—	—	—	—	—	Wind Da
Charge Plus 3	—	4	—	—	√	—	—	—	—	—	—	Water Ea
Charge Breaker	—	8	—	—	√	—	—	—	—	—	—	Water Ea
Charge Breaker 2	—	8	—	—	√	—	—	—	—	—	—	Dark Wa
Mind Charge	—	8	√	—	√	—	—	—	—	—	—	Dark Wa
Mind Charge 2	—	18	—	—	√	—	—	—	—	—	—	Fire Wa
Defense Arte	—	4	√	—	—	—	√	—	—	—	—	Fire Wa
Tempo Master	—	2	—	—	—	—	√	—	—	—	—	Fire Wa
Tempo Master 2	—	4	—	—	—	—	√	—	—	—	—	Fire Wa
Tempo Master 3	—	4	—	—	—	—	—	—	—	—	—	Wind Da
Dimensional Spell	—	12	—	—	√	—	—	—	√	—	—	Fire Wa
Extended Window	√	4	√	√	√	√	√	√	√	√	√	Earth 70
Dexterity	—	2	√	√	√	√	√	√	√	√	√	Earth 870
Dexterity 2	—	4	√	√	√	—	—	—	—	—	√	Skill Tom
Dexterity 3	√	8	√	√	—	—	—	√	—	—	—	Milla Ea
Extra Spell	—	8	—	—	√	—	—	—	—	—	—	Water 15
Temptation	—	8	—	—	√	—	—	—	—	—	—	At the st
Thievery	—	2	√	—	—	—	—	—	√	—	—	Earth Lig
Thousand Fang	—	2	—	—	—	—	√	—	—	—	—	Wind 14
Knife Revenge	—	2	—	—	√	—	—	—	—	—	—	Dark Wa
Natural Recovery	√	2	—	—	√	√	√	√	√	√	√	Earth Lig
Perfect Guard	—	4	√	√	√	√	√	√	√	√	√	Skill Tom
Impregnable Guard	—	28	√	√	√	√	√	√	√	√	√	Light 15
Stamina	—	2	√	√	√	√	√	√	√	√	√	Light 23
Stamina 2	—	4	√	√	√	√	√	√	√	√	√	Light 21
Stamina 3	√	8	√	√	—	—	—	—	—	—	—	Water 15
Chain Spell	—	8	—	—	√	—	—	—	—	—	—	Fire 145
Back Support	—	4	—	—	—	—	—	—	—	—	—	Wind Da
Balance	—	4	√	—	—	—	—	—	—	—	—	At the st
Power Spoke	—	2	√	—	—	—	—	—	—	—	—	Earth Lig
Moxie	—	4	√	—	—	—	—	—	—	—	—	Dark Wa
Heal Stone Plus	—	4	√	√	√	√	√	√	√	√	√	Light 28
Pose Hammer	√	2	—	—	—	—	—	—	—	—	—	Fire 140
Hidden Target	—	8	√	√	√	√	√	√	√	√	√	Water 11
Hidden Target 2	—	8	√	√	√	√	√	√	√	√	√	Water 15
Crisis Boost	—	4	√	—	—	—	—	—	—	—	—	Ludger
Gravity Guard	√	12	√	√	—	—	—	—	—	—	—	Ludger
Fire Guard	—	8	√	—	—	—	—	—	—	—	—	Ludger
Attack Conversion	—	12	√	—	—	—	—	—	—	—	—	Ludger
Defense Conversion	—	4	—	—	—	—	—	—	—	—	—	Water 15
Spitfire	—	8	√	—	—	—	—	—	—	—	—	Fire 400
Spitfire Plus	—	4	√	—	—	—	—	—	—	—	—	Skill Tom
Flash Guard	—	2	√	√	√	√	√	√	√	√	√	Earth 10
Dual Bladist	—	4	√	—	—	—	—	—	—	—	—	Light Fir
Break In	—	2	√	—	√	—	—	—	—	—	—	Skill Tom
Damage Reflect	—	16	√	—	—	—	—	—	—	—	—	Skill Tom
Heavy Edge	—	4	—	—	—	—	—	—	—	—	—	Dark Wa
Overextend	—	8	—	—	—	—	—	—	—	—	—	Fire 410
Basic Chain	—	4	—	—	—	—	—	—	—	—	—	Dark Wa
Bottled Efficacy	—	2	—	—	—	—	—	—	—	—	—	Burn
Power Charge	—	2	√	√	√	√	√	√	√	√	√	Level 30
Power Charge 2	—	2	√	√	√	√	√	√	√	√	√	Level 50
Power Charge 3	—	2	√	√	√	√	√	√	√	√	√	Dark 15
Pouche	—	2	√	√	—	—	—	—	—	—	—	Dark 870
Pouche 2	—	4	√	√	—	—	—	—	—	—	—	Ludger
Pouche 3	—	8	√	√	—	—	—	—	—	—	—	Light Po
Free Shift	—	4	—	—	√	—	—	—	—	—	—	Burn
Magic Guard	—	2	√	√	—	—	—	—	—	—	—	Water 30
Magic Sheen	—	2	—	√	—	—	—	—	—	—	—	At the st
Magic Spoke	—	2	√	√	—	—	—	—	—	—	—	Wind Da
Magic Rush	√	4	—	—	—	—	—	—	—	—	—	Water Ea
Conservative Shift	—	10	—	—	√	—	—	—	—	—	—	Ludger
Mobile Armor	—	14	√	—	√	—	—	—	—	—	—	Dark 400
Mind Up	—	8	√	—	√	—	—	—	—	—	—	Dark 24
Mind Stone Plus	—	8	√	√	√	√	√	√	√	√	√	Ludger
Last Stand	—	12	—	—	—	—	—	—	—	—	—	Dark 750
Mind Reversal	—	16	—	—	—	—	—	—	—	—	—	Ludger
Light Guard	√	8	√	—	—	—	—	—	—	—	—	Earth Lig
Conservation	—	8	—	—	—	—	—	—	—	—	—	Light 400
Life Up	—	6	√	√	√	√	√	√	√	√	√	Water 3
Life Reversal	—	14	√	—	—	—	—	—	—	—	—	Fire 400
Lucky Item	√	2	—	—	—	—	—	—	—	—	—	Earth 50
Safe Landing	√	4	—	—	—	—	—	—	—	—	—	Light Po
Health Jog	√	4	—	—	—	—	—	—	—	—	—	Dark Wi
Mental Jog	√	4	—	—	—	—	—	—	—	—	—	After bei
Chromatus Drive	—	4	√	—	—	—	—	—	—	—	—	Skill Tom
Recoil	—	30	√	—	—	—	—	—	—	—	—	Light 300
HP Surge	—	12	√	—	—	—	—	—	—	—	—	Light 45
HP Surge 2	—	12	√	—	—	—	—	—	—	—	—	Dark 300
TP Surge	—	14	√	—	—	—	—	—	—	—	—	Dark 15
TP Surge 2	—	10	√	—	—	—	—	—	—	—	—	Wind Da
Avenger	—	10	—	—	—	—	—	—	—	—	—	Wind Da
Avenger Plus	—	20	—	—	—	—	—	—	—	—	—	Fire 225
Revenge Plus	—	4	—	—	—	—	—	—	—	—	—	Light 15
Over Extension	—	4	√	√	—	—	—	—	—	—	—	Light 750
Over Extension 2	—	2	√	√	—	—	—	—	—	—	—	Light 140
Over Extension 3	—	2	√	√	—	—	—	—	—	—	—	Light Po
Linked Minds	—	4	—	—	—	—	—	—	—	—	—	Wind 12
Safety Net	—	2	—	—	—	—	—	—	—	—	—	Skill Tom
Restore Plus	—	22	—	√	—	—	—	—	—	—	—	Dark Wi
Resolution	—	12	—	—	—	—	—	—	—	—	—	Wind Da
Dimensional Bonus	—	8	—	—	—	—	—	—	—	—	—	Fire 330
Strong Arm	—	4	—	—	—	—	—	—	—	—	—	Wind Da
Long Reach	—	2	—	—	—	—	—	—	—	—	—	Wind Da



Character Skills & Artes

Mystic/Linked Mystic Artes

Mystic Artes can be triggered under the following conditions:

A, Lead character equipped with Special skill = Press X while performing Linked Artes during Over Limit state to trigger leader's Mystic Artes.

B, Lead and partner both equipped with Special skill = Press L1 + X while performing Linked Artes to trigger partner's Mystic Artes.

C, When both Special and Single Artes skills are equipped, hold X button while performing arcane artes during Over Limit state to trigger Mystic Artes.

In order to perform Linked Mystic Artes, the following conditions need to be met:

Lead character is equipped with Special skill.

Partner character is equipped with Special and Special Linked Artes skill.

Hold the R2 button while performing Linked Artes during Over Limit state to trigger Linked Mystic Artes.

Once Mystic Artes is used, Over Limit state will be cancelled.

(As for Jude and Milla's Linked Mystic Artes, need to have Special and Xillia Special skill equipped.)

Skill related to Mystic/Linked Mystic Artes

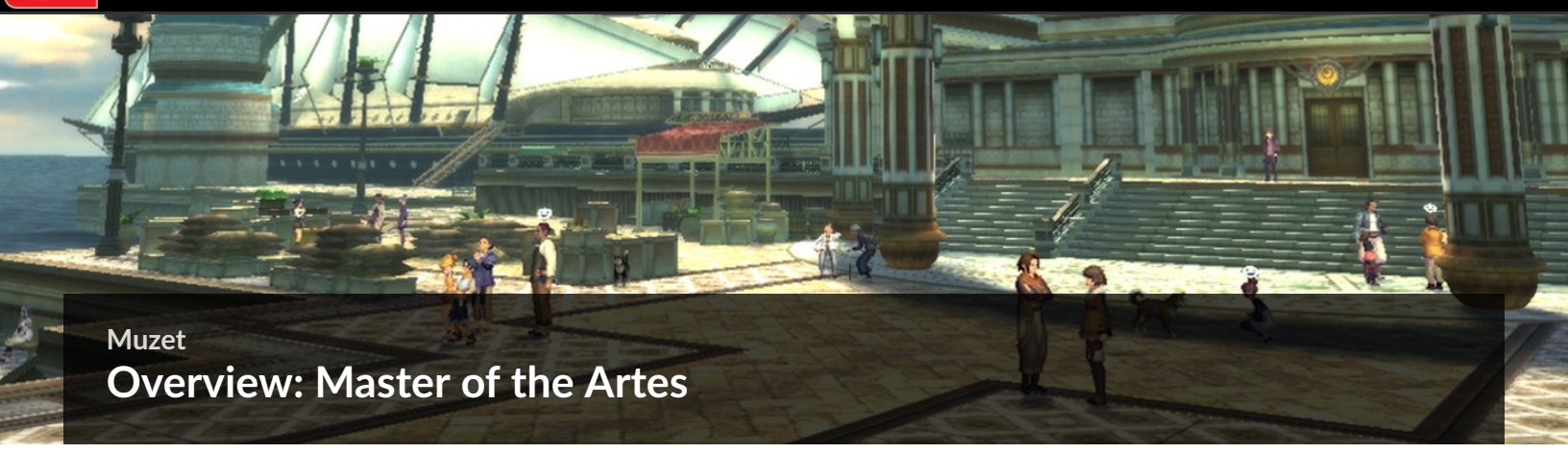
Special: Character reached Lv 42

Single Artes: Character reached Lv 70

Special Linked Artes: Affinity reached Lv 9

Xillia Special: Completed all Episode Chapter (Jude, Milla)

Lead Character	Type	Artes Name	Category	Partner	Notes
Jude	ALLY	Tiger Blade Sigma	Linked Mystic Artes	Milla	Reached Lv 70. Need to have following skill equipped: - Special - Xillia Special
Jude	ALLY	Meteor Storm	Mystic Artes		Learned during Jude's Episode Chapter. Can only be triggered from Maxwell Arcane Arte. Single Artes skill required.
Milla	ALLY	Elemental Mastery	Mystic Artes		Milla (alt) cannot use this arte.
Alvin	ALLY	Terminus Pride	Mystic Artes		
Elize	ALLY	Scary-Go-Round	Mystic Artes		
Rowen	ALLY	Grand Finale	Mystic Artes		
Leia	ALLY	Soulstoke Celebration	Mystic Artes		
Ludger	ALLY	Ritual of Destruction	Mystic Artes		
Ludger	ALLY	Soul Destroyer	Mystic Artes		Chromatus at 50% and above. Once cleared game, full Chromatus version becomes available.
Ludger	ALLY	Soul Destroyer (vs. Bisley ver.)	Mystic Artes		Full Chromatus version during first round of game play. (Only available during the boss battle against Bisley.)
Ludger	ALLY	Wrath of the Heavens	Linked Mystic Artes	Jude	Affinity at Lv 9. When reaches Lv 10, can choose to change the name of the Linked Mystic Artes upon visiting Fennmont. (Need to have completed all Jude's Episode Chapters.)
Ludger	ALLY	Heavenly Crusader	Linked Mystic Artes	Milla	Affinity at Lv 9. (At Chapter 12 start and onward.)
Ludger	ALLY	Bullet Crucifixion	Linked Mystic Artes	Alvin	Affinity at Lv 9.
Ludger	ALLY	Infernal Crescendo	Linked Mystic Artes	Elize	Affinity at Lv 9. When reaches Lv 10, can choose to change the name of the Linked Mystic Artes upon visiting Hamil. (Need to have completed all Elize's Episode Chapters.) Alternative name: Blessed Arte the Pink
Ludger	ALLY	Apocalyptic Sforzando	Linked Mystic Artes	Rowen	Affinity at Lv 9.
Ludger	ALLY	Earthcracker	Linked Mystic Artes	Leia	Affinity at Lv 9. When reaches Lv 10, can choose to change the name of the Linked Mystic Artes upon visiting Leronde. (Need to have completed all Leia's Episode Chapters.) Alternative name: The Ludgernaut
Ludger	ALLY	Shining Torrent	Linked Mystic Artes	Gaius	Affinity at Lv 9. When reaches Lv 10, can choose to change the name of the Linked Mystic Artes upon visiting Kanbalar. (Need to have completed all Gaius' Episode Chapters.) Alternative name: Sound and Fury
Ludger	ALLY	Malign Gravity	Linked Mystic Artes	Muzét	Affinity at Lv 9.
Ludger	ALLY	Soul Destroyer (vs. Julius ver.)	Mystic Artes		
Victor	FOE	Ritual of Destruction	Mystic Artes		
Victor	FOE	Soul Destroyer	Mystic Artes		Performed only while in Chromatus state.
Gaius	ALLY	Absolute Domination	Mystic Artes		
Muzét	ALLY	Event Horizon	Mystic Artes		
Muzét	FOE	Event Horizon	Mystic Artes		Catalyst Muzét
Jiao	FOE	Resounding Surge	Mystic Artes		
Wingul	FOE	Lightning Nova	Mystic Artes		
Agria	FOE	Pyro Storm	Mystic Artes		
Presa	FOE	Dragonmare Brood	Mystic Artes		
Ivar	FOE	Shimmerfang Impact	Mystic Artes		Chapter 14
Nachtigal	FOE	Demon's Lance	Mystic Artes		
Maxwell	FOE	Elemental Meteorites	Mystic Artes		
Julius	FOE	Ritual of Devastation	Mystic Artes		Chapter 15 & Illusionary Dark
Jude	FOE	Final Fury	Mystic Artes		Illusionary Dark/Coliseum
Milla	FOE	Elemental Mastery	Mystic Artes		Illusionary Dark/Coliseum
Alvin	FOE	Terminus Pride	Mystic Artes		Illusionary Dark/Coliseum
Elize	FOE	Scary-Go-Round	Mystic Artes		Illusionary Dark/Coliseum
Rowen	FOE	Grand Finale	Mystic Artes		Illusionary Dark/Coliseum
Leia	FOE	Soulstoke Celebration	Mystic Artes		Illusionary Dark/Coliseum
Gaius	FOE	Absolute Domination	Mystic Artes		Illusionary Dark/Coliseum
Rideaux	FOE	Spike Whip	Mystic Artes		Chapter 14
Chronos	FOE	Chrono Erosion	Mystic Artes		Battle at Land of Canaan
Chronos	FOE	Bit Force	Mystic Artes		Chapter 13, Second Match
Bisley	FOE	Absolute Fist	Mystic Artes		Performed upon reduced Bisley's HP to a certain value.
Cress	FOE	Final Fury	Linked Mystic Artes	Stahn	Coliseum match
Ludger	ALLY	Endless Waltz	Mystic Artes		Obtained: Arte Tome: "Endless Waltz" LG (Available upon clearing the game once. Can be performed at will from second round gameplay onward.)



Muzet

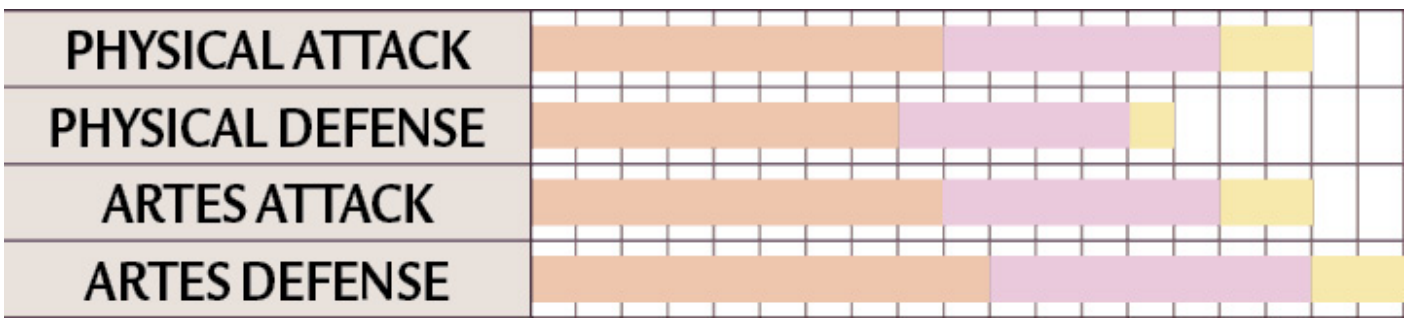
Overview: Master of the Artes

Muzét has exceptionally high scores in TP, Intelligence, and Psyche—all the stats related to casting spirit artes. Her Agility is also quite high, allowing her to evade foes and cast her artes from afar. Her down side is poor Vitality and Physical Defense scores; equip her with a Circlet to help compensate for these faults.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	390	2399	4449	8549	C
TP	125	242	362	602	S
Strength	50	442	842	1642	B
Vitality	34	328	628	1228	D
Intelligence	51	492	942	1842	A
Psyche	53	494	944	1844	A
Agility	48	489	939	1839	A
Dexterity	40	383	733	1433	C

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Hairpins	ARMOR	Clothes
HEADGEAR	Circlets		
	Ribbons		

Partner Skill: Support Warp

Enhance Her Partner's Quick-Steps

Whenever her partner performs a front- or back-step, Muzét steps in to provide instantaneous transportation to a spot directly in front of the foe or far away in the opposite direction. Since Support Warp teleports you right through your foes, it's a great way to close the distance to enemies casting spells from afar. It's also very useful when battling large groups of enemies that would interfere with mobility, allowing you to zip right into melee range with your chosen target.

Support Warp Properties

- When Muzét's partner performs a front-step, he or she is warped directly in front of the foe.
- When Muzét's partner performs a back-step, he or she is warped a set distance away.
- During a Support Warp, Muzét's partner passes through enemies without interference.
- When the Support Shift skill is active, Support Warp no longer triggers on back-steps, but Support Warp front-steps become damage-dealing attacks.

You can pass through enemies' bodies during a Support Warp, but their attacks can still connect.

Muzet

Character Abilities

Target Weaknesses with Muzét's Diverse Repertoire of Artes

Muzét can learn many damaging artes with wide areas of effect, and outside of Light and Shoot, can learn artes of every damage type. Both her artes and normal attacks offer long enough reach to hit from a mid-range position on the battlefield, but she lacks the Vitality necessary to be a melee fighter. She's better off casting her artes from the rear, safely behind her comrades. Learn and activate the Aerial Spell skill to allow her to cast her artes from even greater safety in mid-air.

Key Attributes

- Can use artes with a variety of damage types.
- Can use many artes with wide areas of effect.
- Can learn skills that strengthen her artes.
- Can take a variety of actions in mid-air.

Have Muzét cast artes that can ensnare large groups of foes from a safe position behind her comrades.

Special Ability—Emergency Warp

Move to a Remote Position Upon Taking Damage

If you perform a front- or back-step when Muzét becomes staggered by an enemy attack, she'll become momentarily invulnerable and warp a fixed distance away to evade any additional attacks. Additionally, if she casts an arte immediately after warping, she can earn bonuses that reduce the arte's casting time and TP cost. Make good use of this ability when Muzét is surrounded with no avenue for escape, or when you simply want to get some distance from her foe in order to launch a counterattack.

Emergency Warp Properties

When you perform a quick-step while Muzét is staggered, she becomes momentarily invincible and is instantaneously transported to a new position away from her foe.

When using an arte immediately after an emergency warp, the casting time of spirit artes and TP cost of martial artes are halved.

Emergency Warp-Related Skills

Skill	Effect When Active
Air Swimmer	You can perform a single front-step, back-step, jump, or fast descent while in mid-air.
Focused Assault	When performing a martial arte immediately after an Emergency Warp, its TP cost is reduced by 20%.
Focused Spell	When casting a spirit arte immediately after an Emergency Warp, its power and casting time are doubled.
Dimensional Spell	When casting a spirit arte immediately after an Emergency Warp, its casting time is reduced by 30% and its TP cost is halved.
Dimensional Bonus	When chaining into a spirit arte from an arte cast with Dimensional Spell, the second arte's power is doubled.

Steps of an Emergency Warp

Receive Damage From an Enemy Attack

When Muzét is staggered from an enemy attack, perform a front- or back-step. Make sure you haven't set any skills like Grace that prevent staggering.

Quick-Step Away From Your Foe

When Emergency Warp triggers, Muzét will be transported to a new position along the plane she shares with her foe, in a state of normal combat readiness.

Launch a Counterattack

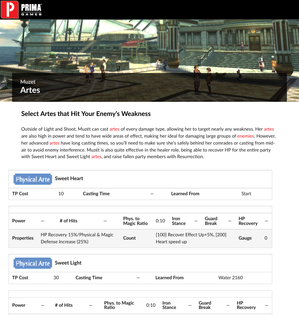
Perform an arte immediately upon Muzét arriving at her new position to earn bonuses like shortened casting times and reduced TP cost.

Normal Attacks

Chain ⇦/⇨ + L1 + ✕ Knockdowns into Attack Artes

The long reach of Muzét's normal attacks allow her to land hits from a distance roughly equal to one quick-step away. However, her attacks are on the sluggish side and she lacks Vitality, two factors that make her poorly suited for melee combat. The main role of her normal attacks should be intercepting incoming foes; her ⇦/⇨ + L1 + ✕ attack is particularly useful as it knocks enemies down, buying Muzét time to cast her spirit artes.

While your target is knocked down, start casting a spirit arte as a follow-up attack.



Muzet

Artes

Select Artes that Hit Your Enemy's Weakness

Outside of Light and Shoot, Muzit can cast artes of every damage type, allowing her to target nearly any weakness. Her artes are also high in power and tend to have wide areas of effect, making her ideal for damaging large groups of enemies. However, her advanced artes have long casting times, so you'll need to make sure she's safely behind her comrades or casting from mid-air to avoid enemy interference. Muzit is also quite effective in the healer role, being able to recover HP for the entire party with Sweet Heart and Sweet Light artes, and raise fallen party members with Resurrection.

Physical Arte Sweet Heart

TP Cost	10	Casting Time	--	Learned From	Start

Power	--	# of Hits	--	Phys. to Magic Ratio	0:10	Iron Stance	--	Guard Break	--	HP Recovery	--
Properties	HP Recovery 15%/Physical & Magic Defense Increase (25%)			Count	[100] Recover Effect Up+5%, [200] Heart speed up					Gauge	0

Physical Arte Sweet Light

TP Cost	30	Casting Time	--	Learned From	Water 2160

Power	--	# of Hits	--	Phys. to Magic Ratio	0:10	Iron Stance	--	Guard Break	--	HP Recovery	--
Properties	HP Recovery 30%/Cure Ailments			Count	[200-400] Recover Effect Up+5%					Gauge	0

Advanced Arte Resurrection

TP Cost	40	Casting Time	3 Sec.	Learned From	Lv.52

Power	--	# of Hits	--	Phys. to Magic Ratio	0:10	Iron Stance	--	Guard Break	--	HP Recovery	--
Properties	Can't Recover in Battle (HP Recovery 50%)			Count	--					Gauge	0

Physical Arte Stun Blitz

TP Cost	4	Casting Time	--	Learned From	Start

Power	150	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Stun (70%) /Prop Up			Count	[100] Stagger probability up					Gauge	15

Physical Arte Illusionary Charge

TP Cost	10	Casting Time	--	Learned From	Light 160

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Pass-Through			Count	[100] Speed Up, [200] Range Up					Gauge	15

Physical Arte Fire Whip

TP Cost	7	Casting Time	--	Learned From	Fire 15

Power	200	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Pull-in/Rotate Enemy/Stun Critical			Count	[100] Prop Up					Gauge	15

Physical Arte Wind Tussle

TP Cost	5	Casting Time	--	Learned From	Wind 400

Power	200	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Pull-in/Rotate Enemy Critical			Count	[100] Prop Up					Gauge	15

Physical Arte Sharpened Petals

TP Cost	8	Casting Time	--	Learned From	Earth Water 500

Power	330	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties				Count	[100] Unstaggerable After Use					Gauge	15

Physical Arte Spire Throw

TP Cost	16	Casting Time	--	Learned From	Fire Light 1210

Power	600	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Juggle/Knockdown			Count	[100] Throw Mid Steal Fee, [200] Throw Large Foe(400) Prop Up					Gauge	15

Physical Arte Sharpened Roots

TP Cost	20	Casting Time	--	Learned From	Earth 1210

Power	528	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	24
Properties	--			Count	[100] Range Up, [200] Iron Stance until standing					Gauge	18

Physical Arte Blinding Sphere

TP Cost	24	Casting Time	--	Learned From	Dark 5060

Power	1088	# of Hits	8	Phys. to Magic Ratio	6:4	Iron Stance	32	Guard Break	32	HP Recovery	32
Properties	--			Count	[100] Can Use in Mid-air					Gauge	48

Physical Arte Force Mine

TP Cost	24	Casting Time	--	Learned From	Water Dark 1630

Power	900	# of Hits	1	Phys. to Magic Ratio	1:9	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Knockdown			Count	[100] Mine Size Up, [200] Mine Duration Up					Gauge	6

Physical Arte Sharpened Whip

TP Cost	28	Casting Time	--	Learned From	Fire Light 2470

Power	1000	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	114	HP Recovery	20
Properties	Knockdown			Count	[100] Can Use in Mid-air, [200] Speed Up					Gauge	15

Physical Arte Soul Absorption

TP Cost	1	Casting Time	--	Learned From	Water-Dark 5630

Power	--	# of Hits	3	Phys. to Magic Ratio	4:6	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	TP Absorption2%+3			Count	[100] Increased Area of Effect, [200] Absorb Time+1					Gauge	0

Physical Arte Elemental Hymn

TP Cost	40	Casting Time	--	Learned From	Wind Fire 5060

Power	600	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	16	HP Recovery	60
Properties	--			Count	[100] Can Use in Mid-air, [200] Projectile Speed Up					Gauge	8

Magic Arte Wind Lance

TP Cost	6	Casting Time	1 Sec.	Learned From	Start

Power	450	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	--	HP Recovery	20
Properties	Juggle/Knockdown			Count	--					Gauge	10

Basic Arte Bolt Strike

TP Cost	16	Casting Time	2 Sec.	Learned From	Wind-Fire 310

Power	1400	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	35	Guard Break	--	HP Recovery	35
Properties	--			Count	--					Gauge	20

Mid-Arte Arrivederci

TP Cost	12	Casting Time	2 Sec.	Learned From	Wind 610

Power	450	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	--	HP Recovery	20
Properties	Juggle/Knockdown			Count	--					Gauge	10

Mid-Arte Blue Sphere

TP Cost	12	Casting Time	2 Sec.	Learned From	Water 610

Power	450	# of Hits	1	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	--	HP Recovery	30
Properties	Knockdown			Count	--					Gauge	15

Mid-Arte Flame Ring

TP Cost	13	Casting Time	1 Sec.	Learned From	Fire 160

Power	630	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	35	Guard Break	--	HP Recovery	35
Properties	--			Count	--					Gauge	14

Mid-Arte Air Pressure

TP Cost	26	Casting Time	2 Sec.	Learned From	Earth 610

Power	918	# of Hits	3	Phys. to Magic Ratio	0:10	Iron Stance	21	Guard Break	--	HP Recovery	21
Properties	--			Count	--					Gauge	6

Mid-Arte Sunburst

TP Cost	26	Casting Time	2 Sec.	Learned From	Earth 610

Power	1000	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	40	Guard Break	--	HP Recovery	40
Properties	--			Count	--					Gauge	10

Mid-Arte Dark Visitor

TP Cost	42	Casting Time	3 Sec.	Learned From	Dark-Wind 3180

Power	1000	# of Hits	5	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	--	HP Recovery	20
Properties	Instant-KO (10%)			Count	--					Gauge	10

Mid-Arte Roche Waltz

TP Cost	40	Casting Time	3 Sec.	Learned From	Light-Earth 2810

Power	1440	# of Hits	3	Phys. to Magic Ratio	0:10	Iron Stance	28	Guard Break	--	HP Recovery	114
Properties	Prop Up (Roll Critical /Roll)			Count	--					Gauge	20

Mid-Arte Cyclone

TP Cost	42	Casting Time	3 Sec.	Learned From	Dark-Wind 2470

Power	1300	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	--	HP Recovery	20
Properties	Juggle/Knockdown			Count	--					Gauge	10

Mid-Arte Diffusional Drive

TP Cost	42	Casting Time	3 Sec.	Learned From	Earth-Water 3590

Power	1000	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	10	Guard Break	--	HP Recovery	10
Properties	Damage Reduction Ignored			Count	--					Gauge	10

Mid-Arte Gravity Well

TP Cost	20	Casting Time	2 Sec.	Learned From	Start

Power	368	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	70	Guard Break	--	HP Recovery	70
Properties	Pull-in/Knockdown/Movment Speed Reduced (25%)			Count	--					Gauge	14

Physical Arte Shock Sphere

TP Cost	**	Casting Time	--	Learned From	**

Power	*	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Stun (15%) /Pull-in			Count	--					Gauge	5

*: Half the original arte *: Refer to original arte

Mystic Arte Event Horizon

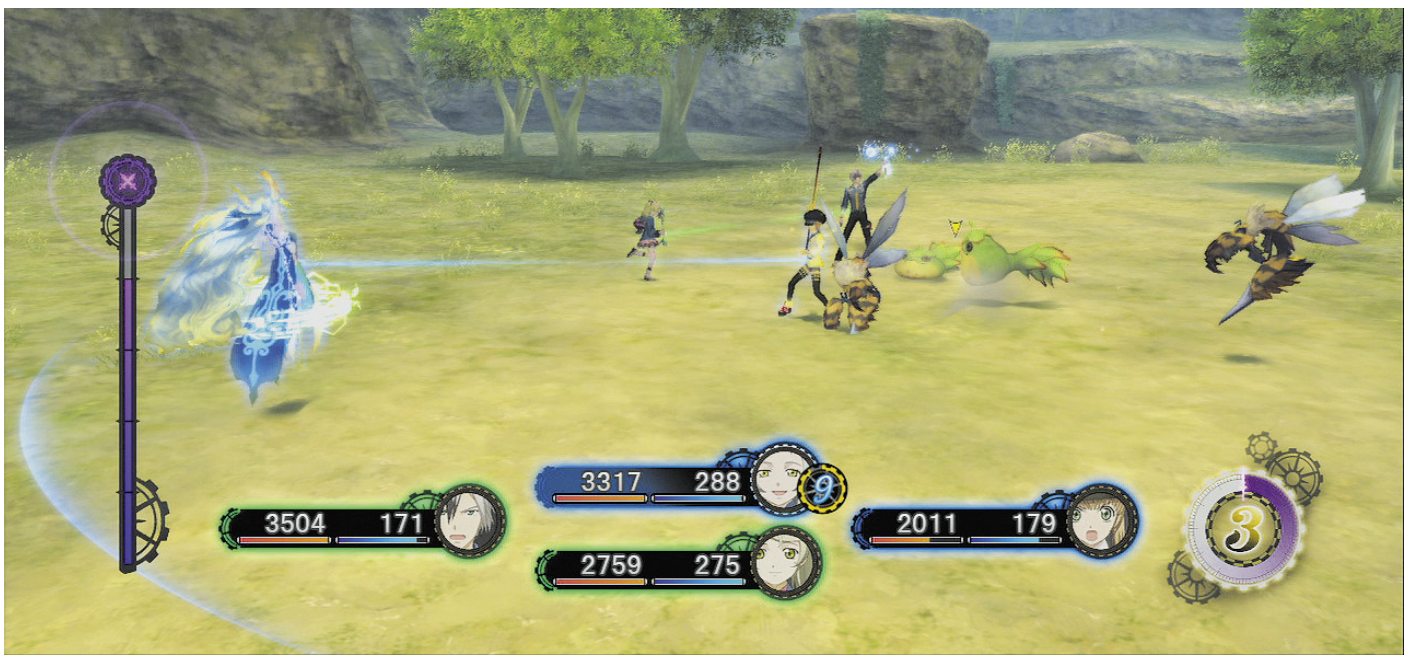
TP Cost	0	Casting Time	--	Learned From	Skill (Special)

Power	7400	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	--	Guard Break	--	HP Recovery	--
Properties	Accuracy/Knockdown			Count	--					Gauge	0

Muzet
Tactics

Maintain a Mid- or Long-Range Position for Artes Casting

Depending on the makeup of your party, Muzét can fulfill different roles. She can serve as party healer or, when paired with another proficient healer, can focus on offensive spellcasting instead. Whatever her duties, you'll want to position her as far from your foes as possible so that the rest of the party can keep the enemy from interfering with her casting. If an enemy does break through, stun it with Stun Blitz or knock it down with Sharpened Whip so Muzét can find a new safe spot from which to cast her artes.



Muzét should always be retreating behind her comrades as she casts her artes.

Crowd Tactics—Sweep the Battlefield with Wide-Area Artes

All of Muzét's advanced artes have wide areas of effect that allow them to deal heavy damage to multiple foes. However, they require lengthy casting times, so activate the Grace skill to prevent your foes' attacks from disrupting her casting. Alternatively, you can cast safely from mid-air once you obtain and activate the necessary skills.

Muzét has five advanced artes. Choose the one that's most effective at attacking your enemies' weaknesses.

Special—Cast from On High with the Air Swimmer Skill

If you activate Muzét's Aerial Jump and Air Swimmer skills, she'll be able to jump up to three consecutive times. If you also activate the Aerial Spell skill, she'll be able to cast her artes at the peak of the third jump, keeping her safe despite the long casting times. However, there are some enemies who are capable of flight, and many artes can hit her up there, so you'll want to protect her from interference with the Aerial Armor skill as well.

Knockdown-Related Skills: Suggested Mid-Air Skills

Skill	Effect When Active
Aerial Jump	You can jump one time while in mid-air.
Air Swimmer	You can perform a single front-step, back-step, jump, or fast descent while in mid-air.
Aerial Spell	You can cast spirit artes in mid-air.
Aerial Armor	You won't get staggered when attacked in mid-air.

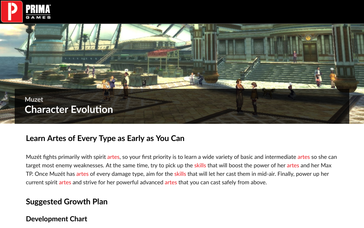
Muzet

Recommended Combos

Deal Heavy Damage with a Continuous Attack

Step 1: → / ← + ✕, Step 2: Fire Whip, Step 3: Illusionary Charge, Step 4: Sharpened Whip, Step 5: Binding Sphere

Muzét's long-range → / ← + ✕ attack is the opener for this damaging combo that can be performed from afar. Chain the normal attack into quick Fire Whip and Illusionary Charge artes before securing a knockdown with Sharpened Whip. If you cast Binding Sphere immediately after the enemy falls, it will trigger as the enemy rises, dealing maximum damage and providing a new opening for a follow-up combo.



Musaï

Character Evolution

Learn Artes of Every Type as Early as You Can

Muzét fights primarily with spirit artes, so your first priority is to learn a wide variety of basic and intermediate artes so she can target most enemy weaknesses. At the same time, try to pick up the skills that will boost the power of her artes and her Max TP. Once Muzét has artes of every damage type, aim for the skills that will let her cast them in mid-air. Finally, power up her current spirit artes and strive for her powerful advanced artes that you can cast safely from above.

Suggested Growth Plan

Development Chart

Learn Artes of Every Damage Type

Once you've learned all of Muzét's basic and intermediate artes, you'll be able to target most enemy weaknesses. This process shouldn't take long, as she joins the party with 600 points in each element.

Arrivederci	
Blue Sphere	
Sharpened Roots	

Learn Skills That Enable Mid-Air Casting

Your next priority is learning the Aerial Spell skill, which allows you to cast spirit artes in mid-air, and Air Swimmer, which enables a variety of mid-air movement actions. At the same time, aim for Muzét's first advanced artes.

Aerial Spell	
Cyclone	
Sweet Light	
Focused Assault	
Dark Visitor	
Air Swimmer	

Aim for Powerful and Arcane Artes

Continue to target the remaining advanced artes, while also picking up Sharpened Whip and Binding Sphere for their ability to knock foes down and hit numerous times, respectively. And of course, Muzét's arcane artes will help boost her combat prowess significantly.

Sharpened Whip	
Elemental Hymn	
Diffusional Drive	
Sunburst	
Binding Sphere	
Roche Waltz	

Master Muzét's Emergency Warp Enhancers

Finally, aim for the skills that boost Muzét's Emergency Warp ability. These will allow you to shorten casting times, save on TP costs, and boost the power of chained spirit artes.

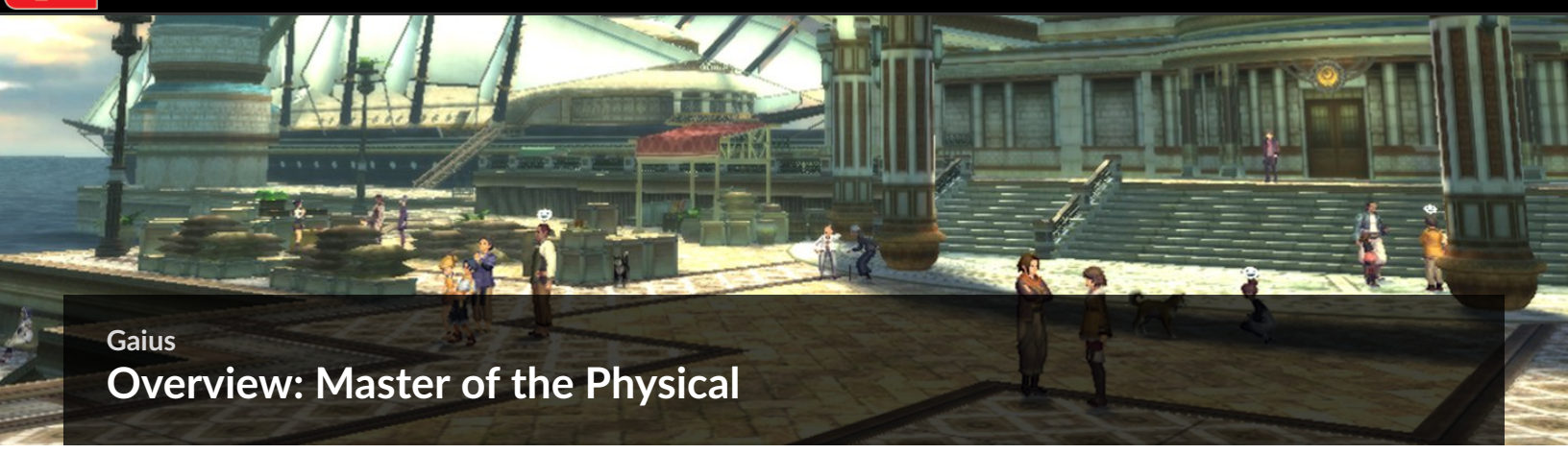
Dimensional Spell	
Dimensional Bonus	

Allium Orbs – Skills and Artes

Points	Light	Light-Earth	Earth	Earth-Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	—	—
160	Illusionary Charge	—	Stun Blitz Lv.1	—
230	—	Level Restore	—	—
310	Illusionary Charge Lv.1	—	Stun Blitz Lv.2	—
400	Life Up	—	—	—
500	—	—	—	Sharpened Petals
610	Stamina	—	Air Pressure	—
730	Over Extension 2	—	—	Sharpened Petals Lv.1
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	—	Sharpened Petals Lv.2
1210	—	Aerial Guard	Sharpened Roots	—
1410	Illusionary Charge Lv.2	—	Stun Blitz Lv.3	—
1630	Over Extension	—	All Guard	Sharpened Petals Lv.3
1880	Over Extension 3	—	Air Pressure Lv.1	—
2160	Stamina 2	—	Stun Blitz Lv.4	—
2470	—	—	Flash Guard	Sharpened Petals Lv.4
2810	Heal Share Plus	Roche Waltz	—	Spell Resonance
3180	Illusionary Charge Lv.3	—	Sharpened Roots Lv.1	—
3590	HP Surge	—	—	Diffusional Drive
4040	—	—	Air Pressure Lv.2	—
4530	Linked Action	Roche Waltz Lv.1	HP Restoration Guard	—
5060	—	—	Sharpened Roots Lv.2	—
5630	Illusionary Charge Lv.4	—	Air Pressure Lv.3	Diffusional Drive Lv.1
6250	—	—	Perfect Guard	—
6920	—	Roche Waltz Lv.2	Dexterity 3	—
7640	—	—	Sharpened Roots Lv.3	—
8410	HP Surge 2	—	—	Diffusional Drive Lv.2
9230	—	—	Air Pressure Lv.4	—
10110	Damage Control	Roche Waltz Lv.3	—	—
11050	—	—	Aerial Armor	—
12050	—	—	—	Diffusional Drive Lv.3
13110	—	—	Sharpened Roots Lv.4	—
14230	—	Roche Waltz Lv.4	—	—
15420	—	—	—	Diffusional Drive Lv.4
16680	—	—	—	—

Points	Water	Water-Dark	Dark	Dark-Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Sweet Heart Lv.1	—	TP Gain	—
160	—	—	—	Aerial Force
230	Hidden Target	—	Gravity Well Lv.1	—
310	—	—	—	—
400	Sweet Heart Lv.2	—	Mind Up	—
500	—	—	—	—
610	Blue Sphere	—	Spirit	—
730	—	—	Mind Reversal	—
870	Vitality 2	—	Psyche 2	—
1030	—	—	TP Gain 2	—
1210	Sweet Heart Lv.3	Air Swimmer	Gravity Well Lv.2	TP Combo Support
1410	Blue Sphere Lv.1	—	Combo Siphon	—
1630	—	Force Mine	Dark Guard	—
1880	Casting Window	—	Gravity Well Lv.3	Focused Assault
2160	Sweet Light	HP Absorbed	Spirit 2	—
2470	—	Force Mine Lv.1	—	Cyclone
2810	Blue Sphere Lv.2	—	Mind Share Plus	—
3180	Sweet Heart Lv.4	—	—	Dark Visitor
3590	—	Force Mine Lv.2	TP Surge	—
4040	Hidden Target 2	—	Gravity Well Lv.4	—
4530	Sweet Light Lv.1	Resolution	—	Cyclone Lv.1
5060	Last Stand	Force Mine Lv.3	Binding Sphere	—
5630	—	Soul Absorption	—	Dark Visitor Lv.1
6250	Blue Sphere Lv.3	—	Binding Sphere Lv.1	—
6920	Grace	Force Mine Lv.4	—	Cyclone Lv.2
7640	Sweet Light Lv.2	Soul Absorption Lv.1	—	Dimensional Spell
8410	—	—	Binding Sphere Lv.2	Dark Visitor Lv.2
9230	Blue Sphere Lv.4	—	TP Surge 2	Dimensional Bonus
10110	—	Soul Absorption Lv.2	—	Cyclone Lv.3
11050	Sweet Light Lv.3	—	Chain Spell	—
12050	—	—	—	Dark Visitor Lv.3
13110	—	Soul Absorption Lv.3	Binding Sphere Lv.3	—
14230	Sweet Light Lv.4	—	—	Cyclone Lv.4
15420	—	—	Binding Sphere Lv.4	Dark Visitor Lv.4
16680	—	Soul Absorption Lv.4	—	—

Points	Wind	Wind-Fire	Fire	Fire-Light
15	—	—	Fire Whip	—
50	Agility	—	Strength	—
100	Wind Lance Lv.1	—	—	—
160	—	—	Flame Ring	Speed Cast
230	Jump Cancel	—	Fury Stoke	—
310	—	Bolt Strike	—	—
400	Wind Tussle	—	Fire Whip Lv.1	—
500	—	Momentary Gain	—	—
610	Arrivederci	—	Flame Ring Lv.1	Mirage Step
730	—	Aerial Bind	—	—
870	Agility 2	—	Strength 2	—
1030	Wind Lance Lv.2	Bolt Strike Lv.1	Fire Whip Lv.2	—
1210	—	—	—	Spire Throw
1410	Wind Tussle Lv.1	Bolt Strike Lv.2	—	Increased Tension
1630	Aerial Jump	—	Flame Ring Lv.2	—
1880	—	Bolt Strike Lv.3	—	Spire Throw Lv.1
2160	Arrivederci Lv.1	—	Sunburst	—
2470	Aerial Spell	Bolt Strike Lv.4	—	Sharpened Whip
2810	Wind Lance Lv.3	—	Fire Whip Lv.3	—
3180	—	Focused Spell	—	Spire Throw Lv.2
3590	Wind Tussle Lv.2	—	Fury Stoke 2	—
4040	Arrivederci Lv.2	Momentary Gain 2	—	Sharpened Whip Lv.1
4530	Wind Lance Lv.4	—	Sunburst Lv.1	—
5060	Support Shift	Elemental Hymn	Flame Ring Lv.3	Spire Throw Lv.3
5630	—	—	Fire Whip Lv.4	—
6250	Wind Tussle Lv.3	—	—	Sharpened Whip Lv.2
6920	—	Elemental Hymn Lv.1	Sunburst Lv.2	—
7640	Arrivederci Lv.3	—	—	Spire Throw Lv.4
8410	—	—	Fortune	—
9230	Alternate Dash	Elemental Hymn Lv.2	—	Increased Tension 2
10110	—	—	Flame Ring Lv.4	—
11050	Wind Tussle Lv.4	—	—	Sharpened Whip Lv.3
12050	—	Elemental Hymn Lv.3	Sunburst Lv.3	—
13110	Arrivederci Lv.4	—	—	Sharpened Whip Lv.4
14230	—	—	Sunburst Lv.4	—
15420	—	Elemental Hymn Lv.4	—	—
16680	—	—	—	—



Gaius

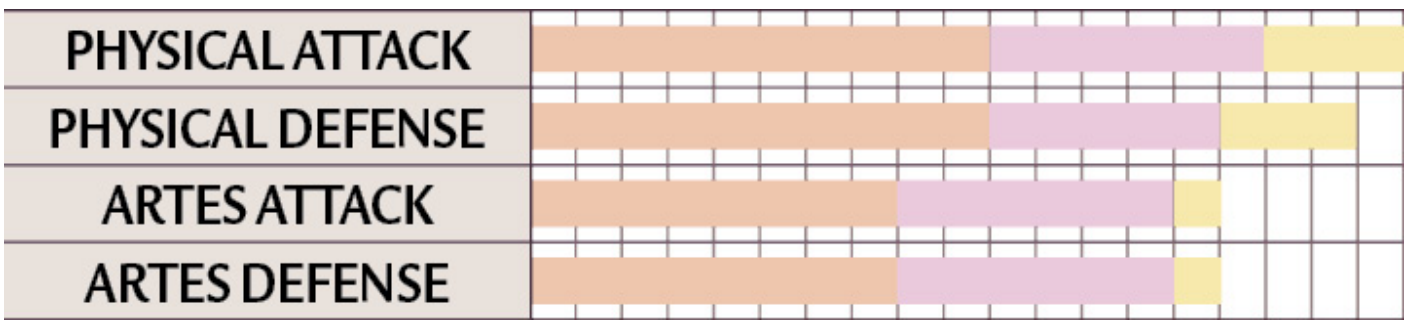
Overview: Master of the Physical

Fueled by his extremely high Strength and Vitality, Gaius enjoys top-class Physical Attack and Physical Defense stats. With a large amount of HP to back them up, Gaius is perfectly suited for front-line combat. The main chink in his armor is his low Artes Defense stat; equipping hats for his headgear is one way to shore up that weakness.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	470	2773	5123	9823	A
TP	95	160	227	360	D
Strength	55	520	995	1945	A
Vitality	58	548	1048	2048	S
Intelligence	37	380	730	1430	C
Psyche	34	328	628	1228	D
Agility	45	437	837	1637	B
Dexterity	47	439	839	1639	B

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Katana	ARMOR	Armor
HEADGEAR	Helmets		
	Hats		

Partner Skill: Chivalry

Blocks for Partner and Triggers Effects

When Gaius steps in to block an enemy attack for his partner, Gaius and his partner gain three special effects: the first hit of their next attack strikes as if hitting an enemy weakness, the first hit of their next attack can break Iron Stances to stagger a foe (this won't apply to spirit artes), and a 25% TP cost reduction will be applied throughout the combo that begins with their next attack. These effects provide an opportunity to deliver a stunningly powerful counterattack, so when you're linked with Gaius, it may be a good idea not to guard at all!

Chivalry Properties

When Gaius blocks an enemy attack to protect his partner, both he and his partner gain the following effects:

- 25% TP cost reduction for their next attack and ensuing combo.
- Their next attack hits as if exploiting an enemy weakness.
- Their next attack can break an enemy's Iron Stance and stagger him. (Does not apply to spirit artes.)
- When the Support Shift skill is active, Gaius and his partner get only the TP cost-reduction benefit, but their actions do not consume AC for 5 seconds.

Take advantage of the TP cost reduction to strike with your deadliest artes.

Gaius

Character Abilities

A Warrior Who Excels at Close Combat

With his high Physical Attack and Physical Defense, Gaius excels on the front lines. He's particularly strong in one-on-one combat, thanks to his ability to counterattack enemy hits with the Retribution ability. Conversely, he can have difficulties with large groups of foes, as his attacks often have long wind-ups that make them hard to deliver when surrounded. Keep a careful eye on battlefield positions and always strive to engineer one-on-one fights.

Key Attributes

- Learns a variety of skills related to guarding.
- Can learn numerous artes that prop up fallen foes, making combos easier.
- Retribution ability allows for an effective guard-and-retaliate style of combat.

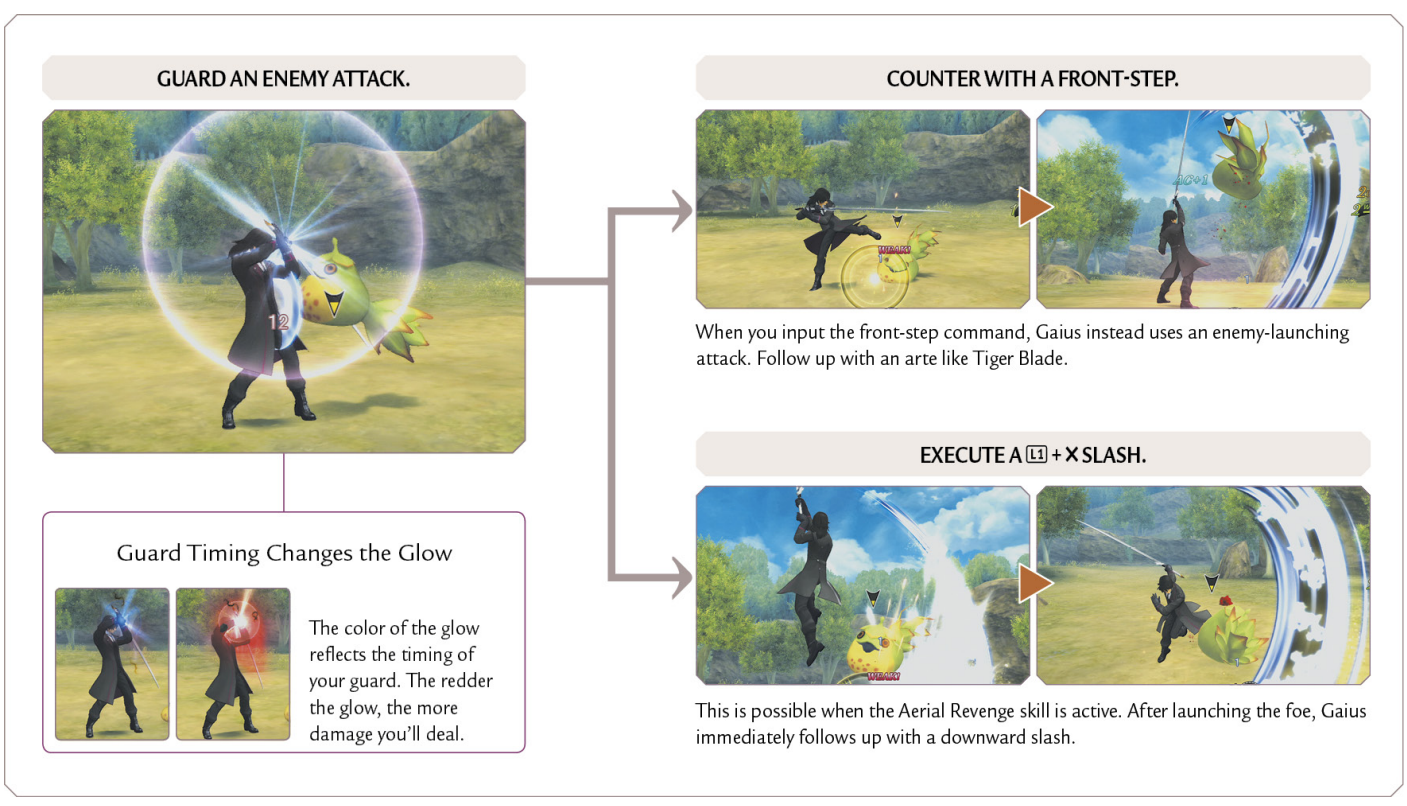
Special Ability—Retribution

Transforms a Post-Guard Front-Step into a Deadly Strike

After Gaius guards an attack (except for a spirit arte), for roughly the next second, his front-step is transformed into a powerful, enemy-launching attack. The amount of damage the attack deals varies based on how quickly Gaius guarded, hitting for up to six times the amount of damage as a normal attack if he guarded at the last minute, and only four times as much if he guarded early. This ability is easy to trigger and costs no TP, so you should aim to use it often. Note that if the skill Aerial Revenge is active, you can trigger Retribution with L1 + ✕ instead of a front-step to add a mid-air follow-up attack.

Retribution-Related Skills	
Skill	**Effect When Active**
Revenge Plus	Provides a 30% chance of earning the maximum damage multiplier when using Retribution.
Aerial Revenge	Allows triggering of Retribution with L1 + ✕.
Avenger	Increases duration of Retribution to 4 seconds.
Avenger Plus	If Avenger is also active, allows triggering of Retribution when an enemy attack is successfully evaded with a back-step.

Steps of Retribution



Normal Attacks

String Together Combos with ✕ Strikes

Gaius's normal attacks are generally on the slow side, so make the relatively quick ✕ strike your main combo starter. The ↓ + ✕ attack is ideal as a combo finisher, knocking your target down and giving you a chance to refill your AC. But when you just want to dish out the damage, focus on executing Retribution attacks and following them up with ↑ + ✕ strikes or the Tiger Fang arte.

The second through fourth stages of Gaius's ✕ combo have a wide area of effect, allowing him to ensnare nearby foes.

Galus
Artes

Zero In on Solitary Targets for Major Damage

Galus has a variety of powerful artes to display his unparalleled strength in melee combat. He also has access to some long-range artes, like Demon Fang and Exalted Divide, which provide some versatility in terms of who he can target. In addition to his offensive artes, Galus can support the party by providing healing and Physical Attack and Arte Attack boosts with artes like Chakra Circle, or revive the fallen with Spirit Channel. What he lacks is artes that can target whole groups of foes, so make a habit of isolating and attacking lone enemies who are far from the crowd.

Physical Arte Chakra Circle

TP Cost	15	Casting Time	—	Learned From	Start						
Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 15% -Physical and Magic attack Up (15%)			Count	[200/400] Recovery Increased + 5%					Gauge	0

Physical Arte Spirit Channel

TP Cost	40	Casting Time	—	Learned From	Water 4530						
Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Recovery Impossible(HP Recovery 5%)			Count	[100/200] Cast Time Reduced (0.8 Sec.)					Gauge	0

Physical Arte Savage Beckoning

TP Cost	7	Casting Time	—	Learned From	Start						
Power	250	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	6	Guard Break	4	HP Recovery	6
Properties	Attack Increase 50%, Rotate Enemy			Count	[100] Increased Area of Effect, [200] Prop Up					Gauge	10

Physical Arte Soaring Demon Fang

TP Cost	5	Casting Time	—	Learned From	Dark-Wind 610						
Power	220	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	8	HP Recovery	12
Properties	—			Count	[100] Speed Up					Gauge	10

Physical Arte Demon Fang

TP Cost	9	Casting Time	—	Learned From	Start						
Power	360	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	12	Guard Break	8	HP Recovery	12
Properties	Prop Up (Swords Only)			Count	[100] Range Up, [200] Prop Up/Pierces Foes					Gauge	10

Physical Arte Sonic Thrust

TP Cost	6	Casting Time	—	Learned From	Wind 100						
Power	300	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	6	Guard Break	4	HP Recovery	6
Properties	—			Count	[100] Can Use in Mid-air					Gauge	10

Physical Arte Squall

TP Cost	6	Casting Time	—	Learned From	Fire 160						
Power	350	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	6	Guard Break	4	HP Recovery	6
Properties	—			Count	[100] Stun Critical					Gauge	5

Physical Arte Hydra Strike

TP Cost	11	Casting Time	—	Learned From	Dark 730						
Power	450	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	8	HP Recovery	12
Properties	—			Count	[100] Stun (15%), [200] Stun Rate + 15%					Gauge	10

Physical Arte Eradication Sweep

TP Cost	15	Casting Time	—	Learned From	Light 230						
Power	450	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	18	Guard Break	12	HP Recovery	18
Properties	Stun (30%) /Pull-in			Count	[200] Unstaggerable After Use					Gauge	15

Physical Arte Pale Ghost

TP Cost	12	Casting Time	—	Learned From	Earth 1210						
Power	500	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	6	Guard Break	4	HP Recovery	6
Properties	Prop Up			Count	[100] Can Use in Mid-air, [200] Knockdown Critical					Gauge	10

Physical Arte Tiger Blade

TP Cost	13	Casting Time	—	Learned From	Earth 15						
Power	600~780	# of Hits	2~3	Phys. to Magic Ratio	10:0	Iron Stance	12~18	Guard Break	8~12	HP Recovery	12~18
Properties	—			Count	[100] Can Use in Mid-air					Gauge	10~15

Physical Arte Exalted Divide

TP Cost	18	Casting Time	—	Learned From	Light-Earth 1210						
Power	663	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	18	Guard Break	300	HP Recovery	18
Properties	—			Count	[100] Prop Up, [200] Unstaggerable After Use					Gauge	15

Physical Arte Calamity Stance

TP Cost	16	Casting Time	—	Learned From	Start						
Power	550	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	66	Guard Break	200	HP Recovery	12
Properties	Knockdown /Usable mid-stagger			Count	[100] Iron Stance while in attack stance					Gauge	30

Physical Arte Beast

TP Cost	16	Casting Time	—	Learned From	Wind-Fire 2810						
Power	700	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	6	Guard Break	100	HP Recovery	6
Properties	Knockdown			Count	[100] Guard Block +100					Gauge	15

Physical Arte Celestial Rupture

TP Cost	20	Casting Time	—	Learned From	Water 1630						
Power	672	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	36	Guard Break	24	HP Recovery	36
Properties	Juggle/Prop Up			Count	[100] Stun Critical					Gauge	12

Physical Arte Obliteration Cross

TP Cost	24	Casting Time	—	Learned From	Light 2470						
Power	900	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	8	HP Recovery	12
Properties	Pass-Through/Knockdown/No Damage Reduction vs. Knockdown (First 2 Hits Only)			Count	[100] Prop Up					Gauge	10

Physical Arte Dragon Swarm

TP Cost	28	Casting Time	—	Learned From	Earth-Water 1880						
Power	1000~1400	# of Hits	5~6	Phys. to Magic Ratio	10:0	Iron Stance	12~18	Guard Break	8~108	HP Recovery	12~18
Properties	—			Count	[100] Speed Up					Gauge	10~12

Physical Arte Divine Ascension

TP Cost	32	Casting Time	—	Learned From	Water-Dark 1880						
Power	1200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	30	Guard Break	100	HP Recovery	6
Properties	Knockdown/Knockdown Critical			Count	[100] Speed Up					Gauge	20

Physical Arte Swallow Fury

TP Cost	25	Casting Time	—	Learned From	Wind 4530						
Power	765~1020	# of Hits	3~4	Phys. to Magic Ratio	10:0	Iron Stance	18~24	Guard Break	12~16	HP Recovery	18~24
Properties	Prop Up (more than 1 Hit)/Pass-Through/Juggle/Knockdown			Count	[100] Can Use in Mid-air					Gauge	7.5~10

Physical Arte Demonic Wrath

TP Cost	30	Casting Time	—	Learned From	Dark-Wind 6250						
Power	900	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	16	HP Recovery	24
Properties	Juggle/Knockdown			Count	[100] Prop Up [200], Tosa enemy into air (stabilized), [400] Range Up					Gauge	10

Physical Arte Incineration Wave

TP Cost	60	Casting Time	—	Learned From	Fire 2160						
Power	1800	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	32	HP Recovery	48
Properties	—			Count	[100/400] Hits + 2, [200] Speed Up					Gauge	12

Physical Arte Light of Ruin

TP Cost	35	Casting Time	—	Learned From	Fire-Light 4530						
Power	1260	# of Hits	9	Phys. to Magic Ratio	9:1	Iron Stance	54	Guard Break	36	HP Recovery	54
Properties	Prop Up/Juggle/Knockdown			Count	[100] Iron Stance + 24, Guard Block + 96					Gauge	12

Mystery Blade of Heaven

TP Cost	70	Casting Time	—	Learned From	Light-Earth 6250						
Power	1250	# of Hits	7	Phys. to Magic Ratio	10:0	Iron Stance	70	Guard Break	28	HP Recovery	70
Properties	Juggle/Knockdown			Count	[100] Prop Up					Gauge	10

Mystery Dragon's Maw

TP Cost	56	Casting Time	—	Learned From	Wind-Fire 3590						
Power	1100	# of Hits	7	Phys. to Magic Ratio	10:0	Iron Stance	70	Guard Break	124	HP Recovery	70
Properties	Juggle/Knockdown/Critical(30%)			Count	[100] Speed Up, [200] Enemy Pop Up mid-range					Gauge	15

Mystic Arte Absolute Domination

TP Cost	0	Casting Time	—	Learned From	Skill Special						
Power	11900	# of Hits	9	Phys. to Magic Ratio	10:0	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Gaius
Tactics

Rush In and Challenge Foes to Single Combat

Gaius has access to long-range artes, but he fights most effectively at close range. Before you engage your foes, boost Gaius's Physical Attack with an arte like Chakra Circle or Savage Beckoning, then create an opening with an arte like Demon Fang or Soaring Demon Fang so you can rush in to melee range. The Sonic Thrust arte provides a good way to close the distance quickly.

Gaius also has lots of artes that prop up fallen foes, so make combos out of knocking foes down with the second stage of Gaius's + attack and following up with a Pale Ghost or a close-range Demon Fang (provided you hit the target with the sword itself).

Boss Tactics—Strengthen Your Guard and Focus on Counterattacks

Gaius can learn a variety of skills related to guarding, with artes like Solid Guard and All Guard allowing him to take only minimal damage from even the strongest of boss attacks. This complements his special ability beautifully, so focus on guarding enemy strikes and retaliating with Retribution for heavy damage.

Master timing your foe's attacks so you can counterattack with Retribution.

Recommended Skills	
Solid Guard	Damage is reduced by 50% when guarding or using Magic Guard.
Power Charge	If you guard or use Magic Guard for 0.75 seconds, the next arte you use in a combo will cost 25% less TP and provide +1 AC.
Power Charge 2	If you guard or use Magic Guard for 2 seconds, the first hit of your next attack will hit an enemy weakness and provide +1 AC.
Power Charge 3	If you guard or use Magic Guard for 4.5 seconds, the first hit of your next non-spirit-arte attack will always stagger your foe and provide +1 AC.
All Guard	When using Magic Guard, both Physical Attack and Artes Attack damage is reduced.
Perfect Guard	When you perform a successful Flash Guard, you receive no damage.
Flash Guard	When you guard at the last moment, damage is reduced by 90%. Does not work with All Guard.
TP Restoration Guard	When you perform a successful Flash Guard, you recover 10% of your max TP.
Guard Impact	Deals damage to nearby foes when you guard at the last moment. Will not trigger if you receive no damage.

Special—Activate Skills that Trigger on Back-Steps

When the skill Avenger Plus is active, Gaius can trigger Retribution after back-stepping away from an enemy attack. Pair that skill with Momentary Gain, and doing so will increase your AC as well. Momentary Gain 2 will allow you to gain 3 AC with each successful evasion, enabling longer combos.

Keep your guard up and time your back-steps for when your enemy launches an attack.

Gaius

Recommended Combos

A Normal Attack-Focused Combo that Saves TP

Step 1: ✕, Step 2: ✕, Step 3: Squall, Step 4: ↓ + ✕, Step 5: ↓ + ✕

Using only normal attacks and the Squall arte (which Gaius already knows when he joins the party), this combo uses a mere 6 TP. It's a short combo at only five hits, but it's a good way to conserve TP so you can afford to use more expensive artes like Eradication Sweep, and the combo leaves your foes few openings to interfere. If you want to boost its damage potential, kick things off by casting Savage Beckoning.

A Quick Combo Off of a Sonic Thrust

Step 1: Sonic Thrust, Step 2: ↓ + ✕, Step 3: ✕, Step 4: Hydra Strike, Step 5: Tiger Blade

The Sonic Thrust arte lets you attack while quickly closing the distance to far away foes. When you arrive at your target, continue the combo with the ↓ + ✕ and ✕ attacks, chained into the Hydra Strike and Tiger Blade artes. If you still have TP and AC to spare after the final Tiger Blade, you can continue the combo with another arte to boost your damage and increase the hit count.

Launch Your Foes Skyward for a Brutal Pummeling

Step 1: L1 + ✕, Step 2: ✕, Step 3: Soaring Demon Fang, Step 4: Sonic Thrust, Step 5: Soaring Demon Fang

This combo launches your foes into the air for a variety of powerful attacks. The benefit of taking it to the skies is that Gaius's dramatic mid-air movements make it difficult for other enemies to interfere with the combo. However, the timing of the various moves can be a little unforgiving, so this one might take some practice. Note that heavy foes will thud to earth after the first Soaring Demon Fang, but the Sonic Thrust will still connect, allowing you to keep the combo going.

A Combo That Keeps Going While Your AC Refills

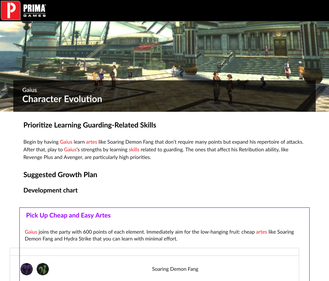
Step 1: Hydra Strike, Step 2: Tiger Blade, Step 3: ✕, Step 4: Swallow Fury, Step 5: Light of Ruin

The quickly executable Hydra Strike kicks off this combo, which continues with artes that use a variety of damage types. After Swallow Fury knocks your target down, promptly fire off a Light of Ruin arte. If the blades of light hit the foe as it's getting up, they'll prop him up. You can't keep attacking a foe as it is being hit by the blade, so pause for a moment to refill your AC before continuing your onslaught.

Using Retribution as a Combo Starter

Step 1: Guard, Step 2: Front-Step, Step 3: Sonic Thrust, Step 4: Dragon Swarm, Step 5: Beast

This defensive combo is designed to put Gaius's Retribution ability to good use. After guarding an enemy attack, immediately front-step to trigger Retribution and knock the foe into the air. Follow up with Sonic Thrust, Dragon Swarm, and finally Beast to knock your target down. If you still have AC to spare, use a ↑ + ✕ normal attack and the Pale Ghost arte to continue the combo and add to the damage.



Gaius

Character Evolution

Prioritize Learning Guarding-Related Skills

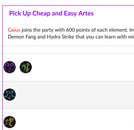
Begin by having Gaius learn arts like Soaring Demon Fang that don't require many points but expand his repertoire of attacks. After that, play to Gaius's strengths by learning skills related to guarding. The ones that affect his Retribution ability, like Revenge Plus and Avenger, are particularly high priorities.

Suggested Growth Plan

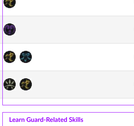
Development chart

Pick Up Cheap and Easy Artes

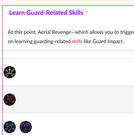
Gaius joins the party with 600 points of each element. Immediately aim for the low-hanging fruit: cheap artes like Soaring Demon Fang and Hydra Strike that you can learn with minimal effort.



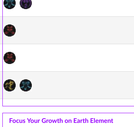
Soaring Demon Fang



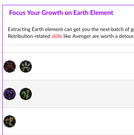
Celestial Rupture



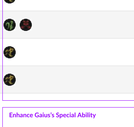
Pale Ghost



Hydra Strike



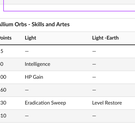
Dragon Swarm



Exalted Divide

Learn Guard-Related Skills

At this point, Aerial Revenge—which allows you to trigger Retribution with L1 + ✕—is the top priority. Then focus on learning guarding-related skills like Guard Impact.



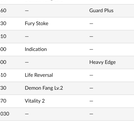
Obliteration Cross

Incineration Wave

Status Breaker

Strength 2

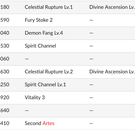
Aerial Revenge



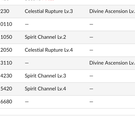
Guard Impact

Focus Your Growth on Earth Element

Extracting Earth element can get you the next batch of guard-enhancing skills, including All Guard and Perfect Guard. Retribution-related skills like Avenger are worth a detour, but for the most part, focus on Earth.



Light of Ruin



Avenger

Support Shift

Beast

All Guard

Perfect Guard

Enhance Gaius's Special Ability

The Revenge Plus arte is a must-get, making it easier to get the maximum damage multiplier out of Retribution. Avenger Plus 2 and Second Artes are also effective artes at this point in the game.

Revenge Plus

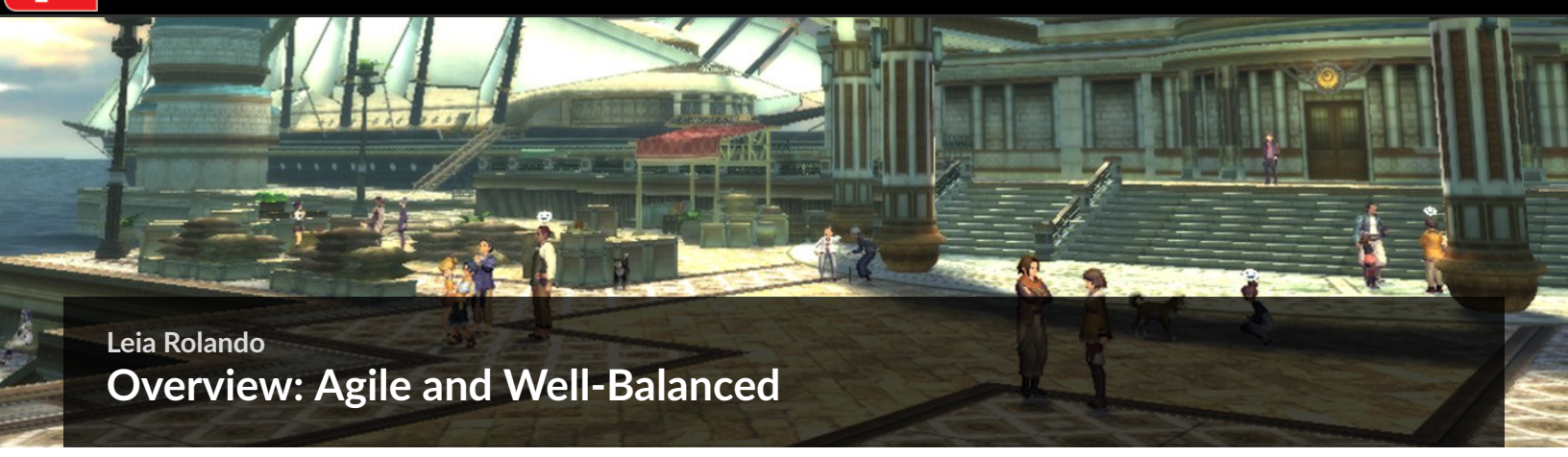
Avenger Plus 2

Allium Orbs - Skills and Artes

Points	Light	Light -Earth	Earth	Earth -Water
15	—	—	Tiger Blade	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	—	—
160	—	—	—	Calamity Stance Lv.1
230	Eradication Sweep	Level Restore	—	—
310	—	—	Tiger Blade Lv.1	—
400	Life Up	—	—	—
500	Eradication Sweep Lv.1	—	—	Calamity Stance Lv.2
610	Stamina	—	Tiger Blade Lv.2	—
730	Over Extension 2	—	—	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	—	—
1210	—	Exalted Divide	Pale Ghost	—
1410	Light Guard	—	—	Guard Impact
1630	Over Extension	—	All Guard	—
1880	Over Extension 3	Exalted Divide Lv.1	Disorienting Strike	Dragon Swarm
2160	Stamina 2	—	—	—
2470	Obliteration Cross	—	Flash Guard	—
2810	Heal Share Plus	Exalted Divide Lv.2	—	Status Guard
3180	Eradication Sweep Lv.2	—	Pale Ghost Lv.1	—
3590	HP Surge	Exalted Divide Lv.3	—	Calamity Stance Lv.3
4040	Obliteration Cross Lv.1	—	Tiger Blade Lv.3	—
4530	—	Linked Action	TP Restoration Guard	—
5060	Eradication Sweep Lv.3	—	Support Shift	Dragon Swarm Lv.1
5630	—	Exalted Divide Lv.4	—	—
6250	Obliteration Cross Lv.2	Blade of Heaven	—	—
6920	—	—	Perfect Guard	Calamity Stance Lv.4
7640	—	—	Pale Ghost Lv.2	—
8410	Eradication Sweep Lv.4	Gravity Guard	—	—
9230	—	Blade of Heaven Lv.1	Damage Control	Dragon Swarm Lv.2
10110	HP Surge 2	—	Tiger Blade Lv.4	—
11050	—	—	Pale Ghost Lv.3	—
12050	Obliteration Cross Lv.3	Blade of Heaven Lv.2	—	Dragon Swarm Lv.3
13110	—	—	Pale Ghost Lv.4	—
14230	Obliteration Cross Lv.4	Blade of Heaven Lv.3	—	—
15420	—	—	—	Dragon Swarm Lv.4
16680	—	Blade of Heaven Lv.4	—	—

Points	Water	Water -Dark	Dark	Dark -Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Demon Fang Lv.1	—	TP Gain	—
160	—	Guard Plus	—	—
230	Fury Stoke	—	TP Combo Support	—
310	—	—	—	—
400	Indication	—	Mind Up	—
500	—	Heavy Edge	—	—
610	Life Reversal	—	Spirit	Soaring Demon Fang
730	Demon Fang Lv.2	—	Hydra Strike	—
870	Vitality 2	—	Psyche 2	—
1030	—	—	TP Gain 2	—
1210	Endurance	Status Breaker	—	Soaring Demon Fang Lv.1
1410	—	—	Hydra Strike Lv.1	—
1630	Celestial Rupture	—	Combo Siphon	Soaring Demon Fang Lv.2
1880	—	Divine Ascension	—	—
2160	Demon Fang Lv.3	—	Spirit 2	Soaring Demon Fang Lv.3
2470	—	—	Mind Share Plus	—
2810	—	—	Hydra Strike Lv.2	Avenger
3180	Celestial Rupture Lv.1	Divine Ascension Lv.1	—	—
3590	Fury Stoke 2	—	TP Surge	—
4040	Demon Fang Lv.4	—	—	Soaring Demon Fang Lv.4
4530	Spirit Channel	—	Hydra Strike Lv.3	—
5060	—	—	—	—
5630	Celestial Rupture Lv.2	Divine Ascension Lv.2	—	—
6250	Spirit Channel Lv.1	—	Hydra Strike Lv.4	Demonic Wrath
6920	Vitality 3	—	—	—
7640	—	—	—	Avenger Plus
8410	Second Artes	—	—	—
9230	Celestial Rupture Lv.3	Divine Ascension Lv.3	TP Surge 2	Demonic Wrath Lv.1
10110	—	—	—	—
11050	Spirit Channel Lv.2	—	—	Demonic Wrath Lv.2
12050	Celestial Rupture Lv.4	—	—	—
13110	—	Divine Ascension Lv.4	—	—
14230	Spirit Channel Lv.3	—	—	Demonic Wrath Lv.3
15420	Spirit Channel Lv.4	—	—	—
16680	—	—	—	Demonic Wrath Lv.4

Points	Wind	Wind-Fire	Fire	Fire-Light
15	—	—	—	—
50	Agility	—	Strength	—
100	Sonic Thrust	—	—	—
160	—	—	Squall	—
230	Hidden Target	—	—	—
310	Chakra Circle Lv.1	Momentary Gain	Savage Beckoning Lv.1	—
400	Jump Cancel	—	—	Crisis Boost
500	Sonic Thrust Lv.1	Sharp Edge	—	—
610	Mirage Step	—	Basic Chain	—
730	Chakra Circle Lv.2	—	Squall Lv.1	—
870	Agility 2	—	Strength 2	—
1030	Sonic Thrust Lv.2	—	—	—
1210	—	—	Savage Beckoning Lv.2	TP Guard Support
1410	Chakra Circle Lv.3	—	Squall Lv.2	—
1630	—	—	Aerial Revenge	—
1880	Sonic Thrust Lv.3	Extended Window	—	Cross Counter
2160	—	—	Incineration Wave	—
2470	Chakra Circle Lv.4	—	Savage Beckoning Lv.3	—
2810	—	Beast	Squall Lv.3	—
3180	Sonic Thrust Lv.4	Momentary Gain 2	Keen Edge	—
3590	Hidden Target 2	Dragon's Maw	—	—
4040	—	Beast Lv.1	Incineration Wave Lv.1	—
4530	—	Swallow Fury	—	Light of Ruin
5060	—	—	Dragon's Maw Lv.1	Quick Motion
5630	Swallow Fury Lv.1	—	Savage Beckoning Lv.4	Light of Ruin Lv.1
6250	—	Beast Lv.2	Squall Lv.4	—
6920	Swallow Fury Lv.2	—	—	—
7640	—	Dragon's Maw Lv.2	—	Survive
8410	Alternate Dash	—	Incineration Wave Lv.2	—
9230	—	Beast Lv.3	—	Light of Ruin Lv.2
10110	—	—	Revenge Plus	—
11050	—	Dragon's Maw Lv.3	—	Light of Ruin Lv.3
12050	Swallow Fury Lv.3	—	Incineration Wave Lv.3	—
13110	—	Beast Lv.4	—	Light of Ruin Lv.4
14230	—	—	Incineration Wave Lv.4	—
15420	Swallow Fury Lv.4	Dragon's Maw Lv.4	—	—
16680	—	—	—	—



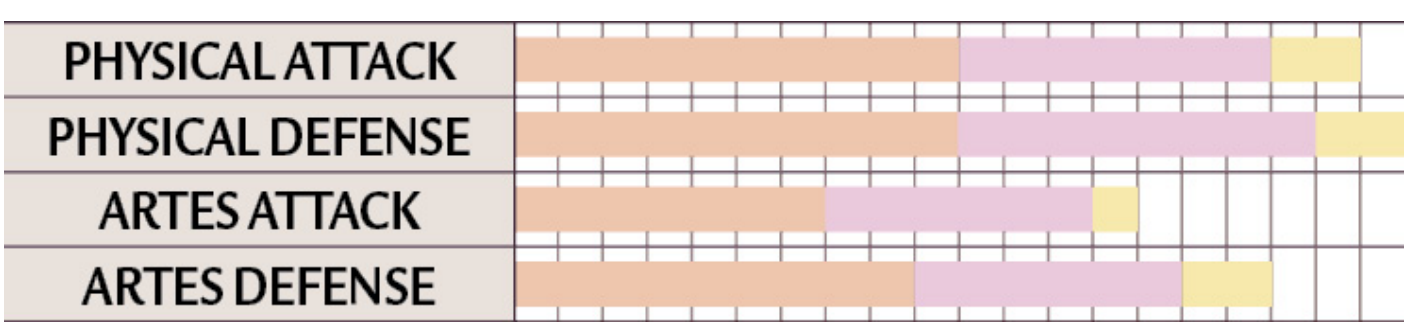
Leia Rolando

Overview: Agile and Well-Balanced

Leia has generally strong stats, with her Agility being particularly impressive, and weak scores only in Intelligence and Dexterity. Her low Intelligence hardly matters, as it affects virtually none of her artes. But to compensate for the low critical hit rate caused by her lack of Dexterity, you should strive to have her strike at foes from behind.

Stats					
Stat	**Lv.1**	**Lv.50**	**Lv.100**	**Lv.200**	**Rank**
HP	410	2419	4469	8569	C
TP	105	203	303	503	B
Strength	41	433	833	1633	B
Vitality	47	488	938	1838	A
Intelligence	45	339	639	1239	D
Psyche	50	491	941	1841	A
Agility	52	493	943	1843	A
Dexterity	41	384	734	1434	C

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Rods	ARMOR	Guards
HEADGEAR	Circlets		
	Ribbons		

Partner Skill: Item Steal

Swipe Items from Fallen Foes

When you knock down a foe while Leia is nearby, she has a set chance of stealing the fallen foe's item. The odds of success vary per enemy, but you can boost those odds by an additional 30% with the Steal Plus skill. The items you can steal are primarily consumables and materials, but you can sometimes pilfer accessories from bosses. This ability also serves a useful function in combat, preemptively depriving foes of their healing items before they can use them to prolong the fight.

Restore Item Steal

- If Leia is standing and not currently under attack, her partner skill will trigger whenever an enemy is knocked down. The odds of success vary by enemy.
- Leia's partner skill won't trigger if the foe has no items or its item has already been stolen.
- The Steal Plus skill increases the odds of success by 30% when equipped.
- When the Support Shift skill is active, Leia will steal gald instead of items.

You can only steal one item from each foe. Once you get it, you may want to switch partners.

Leia Rolando

Character Abilities

Brawler, Healer, and Everything in Between

Leia's fast movement speed makes her well-suited for close-range combat, but she can also support allies with healing artes when necessary. She can also learn artes that can boost stats like Physical Attack, raising the entire party's combat prowess. Leia's greatest strength may be her ability to fit neatly into whatever role your line-up is lacking.

Key Attributes

- Can use artes that heal HP for a single ally, revive a KO'd ally, or boost stats like Physical Attack.
- Can use many artes in mid-air.
- Can learn skills that improve efficacy of items, benefiting the entire party.

Leia has access to numerous item-related skills, so put her in charge of the party's consumables.

Special Ability—Elongating Staff

Leia's Staff Illuminates and Expands in Range

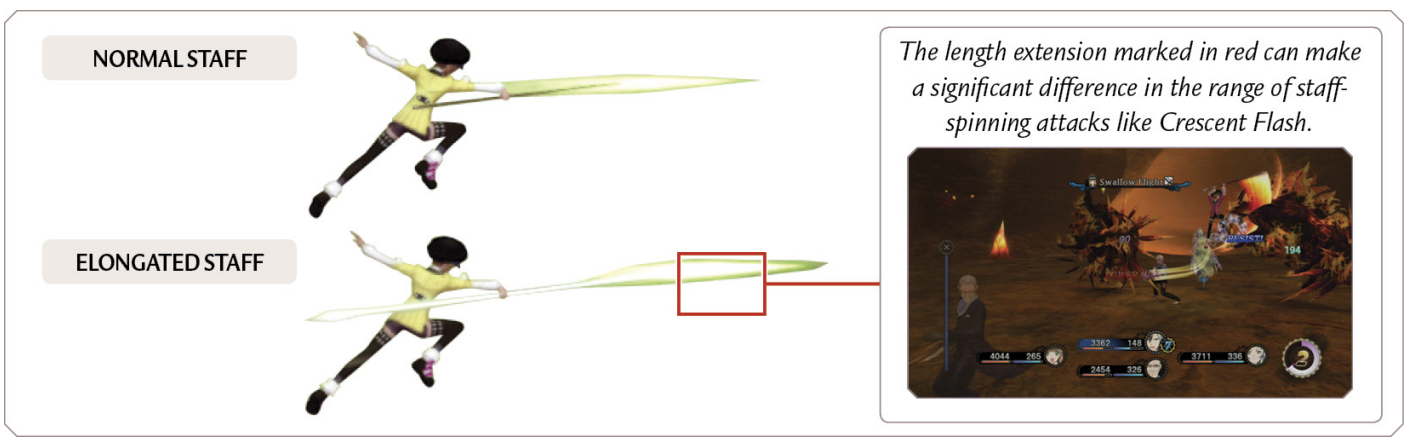
When Leia uses a back-step to evade an enemy attack right before it would connect, her staff lights up and grows in length. While in this state, all of her attacks expand in range and become easier to use. However, at only 8 seconds, the effect doesn't last long. It isn't worth keeping Leia on defense solely for this purpose, so only attempt this when the opportunity to dodge a simple enemy attack presents itself.

The Bonus Extension 2 skill will allow Leia to activate Elongating Staff on a Flash Guard as well.

Elongating Staff Steps

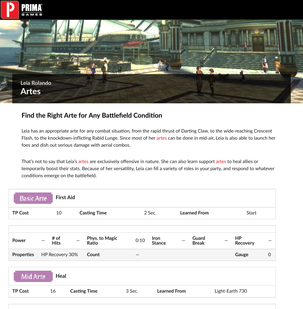
Elongating Staff activates when your currently targeted enemy attacks the position where Leia had been immediately before she back-stepped away. If it's already active, successfully meeting this condition will reset its remaining duration back to 8 seconds.

Elongating Staff-Related Skills	
Skill	**Effect When Active**
Bonus Extension	Duration of Elongating Staff increases by 3 seconds.
Bonus Extension 2	Leia can trigger Elongating Staff on a successful Flash Guard.



Normal Attacks

Leia's normal attacks are fast and have many special properties. Her ⇦ / ⇨ + ✕ attack is particularly useful, due to its fast speed and brief window of vulnerability. The fourth stage of the attack knocks the foe away, allowing Leia to quickly back-step to safety. This should be Leia's default attack, when you don't need the special properties (like knockdown effects) of her other attacks.



Leia Rolando

Artes

Find the Right Arte for Any Battlefield Condition

Leia has an appropriate arte for any combat situation, from the rapid thrust of Darting Claw, to the wide-reaching Crescent Flash, to the knockdown-inducing Rabid Lunge. Since most of her artes can be done in mid-air, Leia is also able to launch her foes and dish out serious damage with aerial combos.

That's not to say that Leia's artes are exclusively offensive in nature. She can also learn support artes to heal allies or temporarily boost their stats. Because of her versatility, Leia can fill a variety of roles in your party, and respond to whatever conditions emerge on the battlefield.

Basic Arte — First Aid

TP Cost	10	Casting Time	2 Sec.	Learned From	Start

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 30%			Count	—					Gauge	0

Mid-Arte — Heal

TP Cost	16	Casting Time	3 Sec.	Learned From	Light-Earth 730

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 50%			Count	—					Gauge	0

Advance Arte — Cure

TP Cost	25	Casting Time	4 Sec.	Learned From	Fire-Light 2670

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 70%			Count	—					Gauge	0

Mid-Arte — Resurrection

TP Cost	40	Casting Time	3 Sec.	Learned From	Lv.47

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery (50%)			Count	—					Gauge	0

Physical Arte — Darting Claw

TP Cost	6	Casting Time	—	Learned From	Wind 100

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	8	HP Recovery	4
Properties	—			Count	[100] Aerial trigger available					Gauge	10

Physical Arte — Rabid Lunge

TP Cost	6	Casting Time	—	Learned From	Start

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Knockdown			Count	[100] Guard break probability up, [200] Activate speed up					Gauge	15

Physical Arte — Earth Roar

TP Cost	6	Casting Time	—	Learned From	Start

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Juggle/Knockdown/No Damage Reduction vs. Knockdown			Count	[100] Aerial trigger available					Gauge	10

Physical Arte — Shining Spiral

TP Cost	6	Casting Time	—	Learned From	Light 230

Power	210	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	Juggle			Count	[100] Aerial trigger available					Gauge	10

Physical Arte — Tempest Spiral

TP Cost	8	Casting Time	—	Learned From	Dark 230

Power	200	# of Hits	4	Phys. to Magic Ratio	9:1	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	Pull-in			Count	[100] Ailment probability up, [200] Iron Stance just after triggered arte					Gauge	10

Physical Arte — Tsunami Strike

TP Cost	8	Casting Time	—	Learned From	Water 100

Power	400	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	—			Count	[100] Range extended, [200] Iron Stance just after triggered arte					Gauge	14

Physical Arte — Cerberus Strike

TP Cost	8	Casting Time	—	Learned From	Earth 100

Power	297	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	Juggle			Count	[200] Speed up					Gauge	10

Physical Arte — Spiral Strike

TP Cost	10	Casting Time	—	Learned From	Wind 1210

Power	297	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	Juggle			Count	[200] Link gauge fill up value increased (x2)					Gauge	10.5

Physical Arte — Rock Splitter

TP Cost	12	Casting Time	—	Learned From	Earth-Water 1210

Power	400	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Pop Up			Count	[100] Aerial trigger available, [200] Additional hit					Gauge	10

Physical Arte — Swallow Flight

TP Cost	16	Casting Time	—	Learned From	Fire 610

Power	600	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Juggle			Count	[200] Ailment probability up (x2), [400] Lift up enemy					Gauge	10

Physical Arte — Soaring Blast

TP Cost	14	Casting Time	—	Learned From	Water-Dark 730

Power	770	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown/Juggle			Count	[200] Toss enemy higher into air					Gauge	15

Physical Arte — Soaring Vortex

TP Cost	16	Casting Time	—	Learned From	Wind-Fire 730

Power	600	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	100	HP Recovery	4
Properties	Pass-Through/Knockdown			Count	[200] Range extended					Gauge	20

Physical Arte — Rending Quake

TP Cost	18	Casting Time	—	Learned From	Earth 1880

Power	600	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Pop Up/Juggle			Count	[100] Aerial trigger available					Gauge	10

Physical Arte — Spirit Circulation

TP Cost	20	Casting Time	—	Learned From	Water 400

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 5%+3			Count	[100] TP recover (30% chance - 5%)					Gauge	0

Physical Arte — Crescent Flash

TP Cost	27	Casting Time	—	Learned From	Water-Dark 4530

Power	700	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	8	HP Recovery	4
Properties	Reverse Enemy			Count	[200] Range extended					Gauge	10

Physical Arte — Staff Rain

TP Cost	28	Casting Time	—	Learned From	Dark 4040

Power	800	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—			Count	[100/200/400] Additional hit (+1/+2/+3), [1000/2000/4000] Additional hit (+4/+5/+6) - on ground only					Gauge	9

Physical Arte — Linked Explosion

TP Cost	39	Casting Time	—	Learned From	Earth-Water 5630

Power	1350	# of Hits	6	Phys. to Magic Ratio	8:2	Iron Stance	24	Guard Break	24	HP Recovery	24
Properties	Pop Up/Pass-Through/Pull-in			Count	[100] Draw in enemy stabilized, [200] Guard break all, up					Gauge	12

Mystery — Eagle's Rage

TP Cost	49	Casting Time	—	Learned From	Dark-Wind 2470

Power	900	# of Hits	3	Phys. to Magic Ratio	9:1	Iron Stance	60	Guard Break	12	HP Recovery	60
Properties	Pop Up/Movement Speed Up(30%)			Count	[100] Aerial trigger available, [200] Invincible right after triggered until just before first kick (only on ground)					Gauge	15

Mystery — Soulstoke Spin

TP Cost	58	Casting Time	—	Learned From	Light-Earth 5630

Power	969	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	9999	Guard Break	24	HP Recovery	60
Properties	Iron Stance Break on Final Blow			Count	[100] Speed up, [200] Additional hit (+5 - hold attack button), [400] Homing ability added					Gauge	12

Basic Arte — Sharpness

TP Cost	4	Casting Time	1.3 Sec.	Learned From	Fire 100

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Physical and Magic attack Up(40%)			Count	—					Gauge	0

Basic Arte — Barrier

TP Cost	4	Casting Time	1 Sec.	Learned From	Start

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Physical and Magic Defense Up(50%)			Count	—					Gauge	0

Mid-Arte — Quickness

TP Cost	4	Casting Time	2 Sec.	Learned From	Wind-Fire 160

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Movement Speed Up(20%)			Count	—					Gauge	0

Mid-Arte — Elemental Impulse

TP Cost	20	Casting Time	2 Sec.	Learned From	Fire-Light 1630

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Fire-Water-Wind-Earth-Light-Dark			Count	—					Gauge	0

Mystic Arte — Soulstoke Celebration

TP Cost	0	Casting Time	—	Learned From	Skill Special

Power	9800	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	—	Guard Break	—	HP Recovery	0
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Leia Rolando
Tactics

Make the Most of Leia's Versatility

Begin each battle by boosting your stats with artes like Sharpness, and make sure Leia is linked with another character who can put the shared effect to good use. Then set Leia on your foes to dish out combo damage, and when the combo ends, replace the buff if it's run its course.

Special—Maximize Your Elongating Staff Opportunities

Using Leia's Elongating Staff ability makes combat easier by increasing your attack range. The Bonus Extension 2 allows you to trigger it off of a Flash Guard, offering more versatility in defensive tactics. But whichever method you use to activate it, timing is essential, as an unsuccessful attempt will typically result in Leia taking a needless hit. Use the triggering suggestions shown here to avoid taking unnecessary risks.

TP Restoration Guard triggers off Flash Guards as well, so when using Bonus Extension 2, activate that as well.

Triggering Elongating Staff with Bonus Extension 2

Provoke the Enemy Attack—Press [redacted] as soon as you provoke an enemy attack. If you're too slow, you'll take a direct hit—try to be on the early side, so you'll safely block the attack if you fail.

Back-Step Away Immediately—Right after pressing [redacted], back-step away. Not only will this provide a second chance to trigger Elongating Staff, but it will allow you to dodge the attack if you fail.

Special—Engineer Your Own Stealing Opportunities

Leia's Item Steal partner skill will trigger even if you switch characters while the enemy is down. This means you can have Leia herself knock the foe down, quickly switch characters so that you're controlling her former partner, and Leia will still have time to steal the item. Why rely on partners when you can have Leia use her own repertoire of knockdown-inflicting attacks to set up stealing opportunities?

Special—Triggering an Item Steal

After using a knockdown attack like Rabid Lunge or stage 2 of Leia's ↓ + X normal attack, switch which character you're controlling. If that puts you far away from the fallen enemy, move towards it to prevent Leia from running towards you.

Leia Rolando

Recommended Combos

Restore AC With a Rabid Lunge into a Front-Step Combo

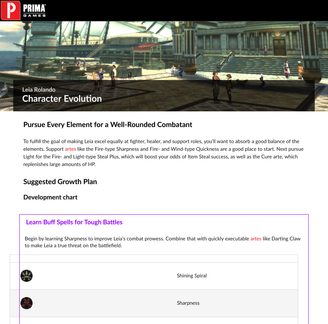
Step 1: Darting Claw, Step 2: Attack of Your Choice, Step 3: Rabid Lunge, Step 4: Front-Step, Step 5: ↑ + ✕

After kicking off a combo with the high-mobility Darting Claw, knock down your foe with Rabid Lunge. Immediately perform a front-step to cancel the backwards leap that usually ends Rabid Lunge, putting Leia closer to her foe. Wait for her AC to refill, then use a ↑ + ✕ attack to prop up the foe and continue the combo.

Send Your Foe Skyward Before Crashing Down to Earth

Step 1: ↑ + ✕, Step 2: Shining Spiral, Step 3: Swallow Flight, Step 4: Soaring Blast, Step 5: ↑ + ✕

Launch your target into the air with the first stage of Leia's ↑ + ✕ attack, then fire off a Shining Spiral to build your hit count. The Swallow Flight arte will send you both higher into the air, before Soaring Blast knocks your foe back down into the dirt, buying you time to recover. If Leia landed near her foe, she should have time to restart the combo by propping up her target with another ↑ + ✕ attack after her AC refills.



Leia Rolanda

Character Evolution

Pursue Every Element for a Well-Rounded Combatant

To fulfill the goal of making Leia excel equally at fighter, healer, and support roles, you'll want to absorb a good balance of the elements. Support artes like the Fire-type Sharpness and Fire- and Wind-type Quickness are a good place to start. Next pursue Light for the Fire- and Light-type Steal Plus, which will boost your odds of Item Steal success, as well as the Cure arte, which replenishes large amounts of HP.

Suggested Growth Plan

Development chart

Learn Buff Spells for Tough Battles

Begin by learning Sharpness to improve Leia's combat prowess. Combine that with quickly executable artes like Darting Claw to make Leia a true threat on the battlefield.

	Shining Spiral
	Sharpness
	Lucky Item
	Quickness
	Darting Claw
	Heal

Seek Skills to Improve Item Use

Immediate Consumption is a useful skill that reduces the cooldown after using items. This is extremely useful in the early part of the game, when you don't yet have access to ailment-prevent accessories and have to cure ailments with items.

	Immediate Consumption
	Steal Plus
	Item Knowledge
	Bonus Extension

Rack up Cash with Lottery 2

Accumulating the large amounts of money necessary to buy good equipment and repay debts will be a snap with the Lottery 2 skill, which provides a 77% chance of doubling your post-combat coin purse. Bonus Extension 2 is another high priority, as it provides more Elongating Staff opportunities.

	Cure
	Support Shift
	Eagle's Rage
	Steal Psyche
	Lottery 2
	Bonus Extension 2

Empower Leia with Mid-Air Combat Skills

When active, Sky Soldier boosts damage dealt in mid-air by 25% while simultaneously lowering mid-air TP costs. With so many artes that are usable in mid-air, it's a great way to play to Leia's strengths.

	Item Spawn
	Chain Consumption
	Sky Soldier
	Soulstoke Spin

Allium Orbs - Skills and Artes

Points	Light	Light-Earth	Earth	Earth-Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Cerberus Strike	—
160	—	—	—	Lottery
230	Shining Spiral	Level Restore	Rabid Lunge Lv.1	—
310	—	—	—	—
400	Life Up	—	Bonus Extension	Item Knowledge
500	Shining Spiral Lv.1	Treasure Fang	—	—
610	Stamina	—	Cerberus Strike Lv.1	—
730	Over Extension 2	Heal	—	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	Rabid Lunge Lv.2	—
1210	—	Heal Lv.1	—	Rock Splitter
1410	Shining Spiral Lv.2	—	Cerberus Strike Lv.2	—
1630	Over Extension	—	Earth Guard	—
1880	Over Extension 3	—	Rending Quake	Rock Splitter Lv.1
2160	Stamina 2	Heal Lv.2	—	—
2470	—	—	Flash Guard	—
2810	Heal Share Plus	—	Rabid Lunge Lv.3	Rock Splitter Lv.2
3180	—	Heal Lv.3	Cerberus Strike Lv.3	—
3590	HP Surge	—	Bonus Extension 2	—
4040	—	—	Cerberus Strike Lv.3	—
4530	Linked Action	Heal Lv.4	TP Restoration Guard	Lottery 2
5060	—	—	Rending Quake Lv.1	—
5630	Shining Spiral Lv.3	Soulstoke Spin	Rabid Lunge Lv.4	Linked Explosion
6250	—	—	—	Rock Splitter Lv.3
6920	Shining Spiral Lv.4	—	Perfect Guard	—
7640	Stamina 3	Soulstoke Spin Lv.1	—	Linked Explosion Lv.1
8410	Item Spawn	—	Cerberus Strike Lv.4	—
9230	HP Surge 2	—	—	Rock Splitter Lv.4
10110	—	Soulstoke Spin Lv.2	Rending Quake Lv.2	—
11050	—	—	Mobile Armor	Linked Explosion Lv.2
12050	—	—	Rending Quake Lv.3	—
13110	—	Soulstoke Spin Lv.3	—	Linked Explosion Lv.3
14230	—	—	Rending Quake Lv.4	—
15420	—	—	—	Linked Explosion Lv.4
16680	—	Soulstoke Spin Lv.4	—	—

Points	Water	Water-Dark	Dark	Dark-Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Tsunami Strike	—	TP Gain	—
160	—	Bottled Efficacy	—	—
230	First Aid Lv.1	—	Tempest Spiral	—
310	—	—	—	Barrier Lv.1
400	Spirit Circulation	—	Mind Up	—
500	First Aid Lv.2	—	—	Barrier Lv.2
610	Life Reversal	—	Spirit	—
730	—	Soaring Blast	—	Barrier Lv.3
870	Vitality 2	—	Psyche 2	—
1030	Tsunami Strike Lv.1	—	—	Immediate Consumption
1210	—	Mental Jog	TP Gain 2	—
1410	Spirit Circulation Lv.1	—	Tempest Spiral Lv.1	—
1630	First Aid Lv.3	—	Combo Siphon	Barrier Lv.4
1880	—	Soaring Blast Lv.1	—	—
2160	Tsunami Strike Lv.2	—	Spirit 2	—
2470	Casting Window	—	Mind Share Plus	Eagle's Rage
2810	—	Soaring Blast Lv.2	Tempest Spiral Lv.2	—
3180	Spirit Circulation Lv.2	—	TP Surge	—
3590	—	—	Steal Psyche	Eagle's Rage Lv.1
4040	—	—	Staff Rain	—
4530	First Aid Lv.4	Crescent Flash	Tempest Spiral Lv.3	—
5060	—	Soaring Blast Lv.3	—	Eagle's Rage Lv.2
5630	Tsunami Strike Lv.3	—	—	—
6250	—	Crescent Flash Lv.1	Staff Rain Lv.1	—
6920	Spirit Circulation Lv.3	—	Last Stand	—
7640	—	Soaring Blast Lv.4	Tempest Spiral Lv.4	Eagle's Rage Lv.3
8410	Tsunami Strike Lv.4	—	Staff Rain Lv.2	—
9230	—	Crescent Flash Lv.2	TP Surge 2	—
10110	Chain Spell	—	Staff Rain Lv.3	—
11050	—	—	—	Self-Sacrifice
12050	Spirit Circulation Lv.4	—	Staff Rain Lv.4	—
13110	—	Crescent Flash Lv.3	—	Eagle's Rage Lv.4
14230	—	—	—	—
15420	—	Crescent Flash Lv.4	—	—
16680	—	—	—	—

Points	Wind	Wind-Fire	Fire	Fire-Light
15	—	—	—	—
50	Agility	—	Strength	—
100	Darting Claw	—	Sharpness	—
160	—	Quickness	—	—
230	Hidden Target	—	Earth Roar Lv.1	Fury Stoke
310	—	Momentary Gain	—	—
400	Aerial Jump	—	Lucky Item	—
500	—	Mirage Step	—	—
610	TP Combo Support	—	Swallow Flight	—
730	Jump Cancel	Soaring Vortex	—	Steal Plus
870	Agility 2	—	Strength 2	—
1030	—	Quickness Lv.1	—	—
1210	Spiral Strike	—	Sharpness Lv.1	Health Jog
1410	Darting Claw Lv.1	—	All Guard	—
1630	—	Soaring Vortex Lv.1	—	Elemental Impulse
1880	Spiral Strike Lv.1	—	Earth Roar Lv.2	—
2160	Darting Claw Lv.2	Quickness Lv.2	—	—
2470	—	—	Spell Combo	Cure
2810	Spiral Strike Lv.2	Soaring Vortex Lv.2	—	—
3180	Darting Claw Lv.3	—	Swallow Flight Lv.1	Elemental Impulse Lv.1
3590	Hidden Target 2	—	—	Fury Stoke 2
4040	Spiral Strike Lv.3	Momentary Gain 2	Sharpness Lv.2	Cure Lv.1
4530	Support Shift	—	Earth Roar Lv.3	—
5060	Darting Claw Lv.4	Quickness Lv.3	—	Elemental Impulse Lv.2
5630	Sky Soldier	—	Swallow Flight Lv.2	—
6250	—	Chain Consumption	—	Cure Lv.2
6920	Spiral Strike Lv.4	—	Sharpness Lv.3	—
7640	—	Soaring Vortex Lv.3	Earth Roar Lv.4	Elemental Impulse Lv.3
8410	Alternate Dash	—	—	—
9230	—	Quickness Lv.4	Sharpness Lv.4	Cure Lv.3
10110	Damage Control	—	—	—
11050	—	Soaring Vortex Lv.4	Swallow Flight Lv.3	Elemental Impulse Lv.4
12050	—	—	—	—
13110	—	—	Swallow Flight Lv.4	Cure Lv.4
14230	—	—	—	—
15420	—	—	—	—
16680	—	—	—	—

Rowen Ilbert

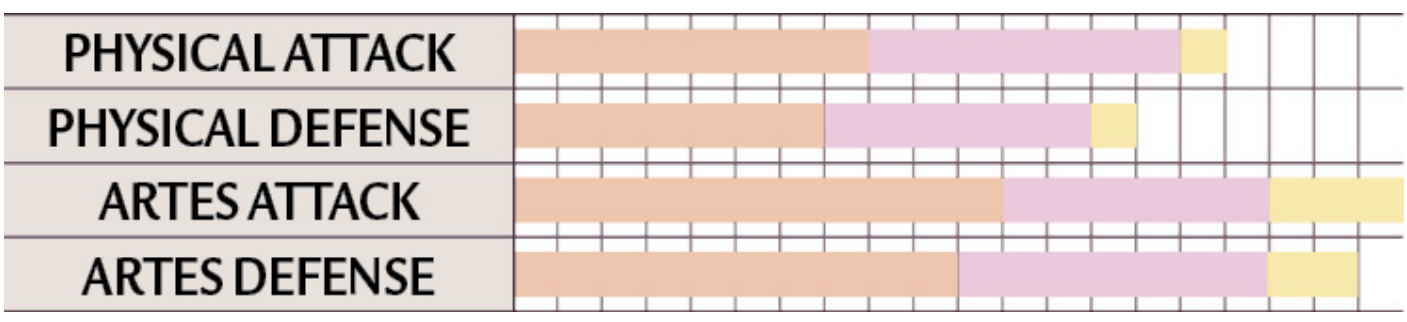
Overview: A Nimble-Fingered Genius

Among all the playable characters, Rowen boasts the highest scores in both the Intelligence and Dexterity stats. That allows him to deal serious damage with both artes and critical attacks. However, his HP and Agility are on the weak side, so you'll want to select accessories to compensate.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	350	2065	3815	7315	D
TP	120	235	351	585	A
Strength	36	354	679	1329	D
Vitality	38	357	682	1332	C
Intelligence	61	575	1100	2150	S
Psyche	46	438	838	1638	B
Agility	40	383	733	1433	C
Dexterity	55	545	1045	2045	S

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Raipers	ARMOR	Coats
HEADGEAR	Helmets		
	Hats		

Partner Skill: Auto Magic Guard

Activates Magic Guard in Response to Enemy Artes

When an enemy casts an offensive spirit arte while Rowen is your partner, Rowen will automatically activate Magic Guard on both himself and his partner (provided Rowen is not otherwise incapacitated) . While this effect is active, Rowen's partner is able to act freely, and can continue attacking as Magic Guard reduces the damage dealt by the enemy arte. Note that using Auto Magic Guard is always Rowen's top priority, so if he's in the process of casting an arte himself, he'll cancel it in favor of the defensive measure. If you'd prefer he keep attacking, you may want to temporarily sever your link.

Auto Magic Guard Properties

- Triggers whenever an offensive spirit arte is cast by any enemy.
- Reduces damage by the same amount as the Magic Guard skill. The effects of Auto Magic Guard do not stack with the character's own Magic Guard.
- While active, Rowen's partner may continue to move freely.
- If Rowen is incapacitated, Auto Magic Guard will not trigger. If Rowen is staggered by an enemy attack after using Auto Magic Guard, the effect will end.
- When the Support Shift skill is active, damage received when Auto Magic Guard is applied reduces TP instead of HP.

Auto Magic Guard will continue until all effects of the enemy arte have ended.

Rowen Ilbert

Character Abilities

Rowen Eradicates His Foes from Afar

Commanding Water-, Earth-, and Light-type spirit artes, and employing throwing knives in his normal attacks, Rowen truly excels at long-range combat. Conversely, when fighting at melee range, Rowen lacks attacks that can be executed quickly, and he struggles to evade enemy strikes with his slow movement speed and sluggish quick-steps. Learning how to maintain a safe distance from your foes is the key to playing Rowen successfully.

Key Attributes

- Can use numerous artes with wide areas of effect.
- Can use numerous artes with Water-, Earth-, and Light-type elemental properties.
- Normal attacks have long range.

Special Ability—Arte Tuning

Follow Each Arte's Special Prompts to Trigger Additional Effects

After Rowen casts a spirit arte, you can add additional effects to the spell by following the special command prompts on the screen. Artes Tuning has no AC cost, but when you enter the first command, the game will deduct TP equal to half the cost of the original arte. Note that while the prompts are on screen, you can cancel out of Arte Tuning by having Rowen guard, and this will reduce Rowen's post-casting Recovery time.

Types of Arte Tuning

Press Corresponding Buttons

Input button commands for additional hits and damage.

Use the Left Analog Stick

Use the left analog stick to freely set an arte's area of effect.

Arte Tuning-Related Skills	
Skill	**Effect When Active**
Conductor 1	Arte Tuning no longer consumes TP.
Conductor 2	Rowen will not be staggered if attacked while using Arte Tuning.
Conductor 3	During a combo, Fire, Water, Earth, Wind, Light, or Dark elemental properties are increased by 50% for the next spirit arte cast after an artes-tuned arte.
Conductor 4	When Rowen chains an artes-tuned arte into a physical arte, he cannot be staggered for roughly 1 second.
Abrupt Cast	Rowen can't use Arte Tuning, but his Recovery time after casting an arte is reduced.

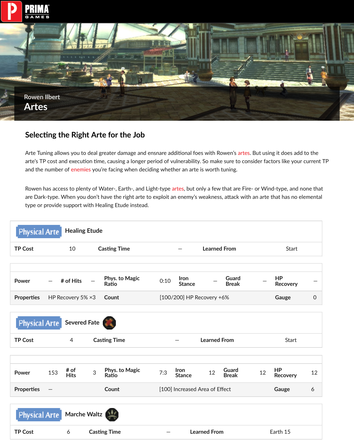
Methods and Effects of Arte Tuning		
Arte	**Timing and Input Type**	**Effect of Tuning**
Fireball	Press ● after launching fireball (up to 3 times) .	+1 hit per press
Wind Lance	Press ● after launching wind lances.	+1 hit
Rock Trine	Press ● after rock spears erupt.	+2 hits
Splash	Press any direction on the left analog stick after waterfall appears.	Move waterfall in direction entered.
Air Pressure	Press ● while air is being pressurized.	+1 hit
Blue Sphere	Hold down ✕ after sphere appears.	Increased area of effect.
Freeze Lancer	Repeatedly press ● after launching ice lances.	+1–6 hits
Shimmering Toll	Alternate pressing left and right on left analog stick after bell appears.	+1–2 Hits
Tightening Chains	Press up, down, left, or right on left analog stick after chains appear.	+1 Hit. Move chains in direction entered.
Roche Waltz	Press any direction on the left analog stick after rock sphere appears.	Move rock sphere in direction entered.
Diffusional Drive	Press any direction on the left analog stick after whirlpool appears.	Move whirlpool in direction entered.
Glacial Core	Press any direction on the left analog stick after ice sphere appears.	Move ice in direction entered.
Divine Streak	Press left or right on left analog stick after laser fires.	Aim laser in direction entered.

Normal Attacks

Keep Foes at Bay with Rowen's Long-Range ✕ Attack

Rowen's most noteworthy normal attack is his two-stage ✕ knife throw. This attack has a range equivalent to roughly three quick-steps, and you can throw a rapid-fire volley of knives simply by pressing ✕ repeatedly. With Rowen's low Physical Attack score, you won't deal a lot damage, but the volley of knives will keep foes from getting any closer while rapidly regenerating Rowen's TP.

The range of Rowen's knives can be extended even farther if you activate his Long Throw skill.



Selecting the Right Arte for the Job

Arte Tuning allows you to deal greater damage and ensnare additional foes with Rowen's artes. But using it does add to the arte's TP cost and execution time, causing a longer period of vulnerability. So make sure to consider factors like your current TP and the number of enemies you're facing when deciding whether an arte is worth tuning.

Rowen has access to plenty of Water-, Earth-, and Light-type artes, but only a few that are Fire- or Wind-type, and none that are Dark-type. When you don't have the right arte to exploit an enemy's weakness, attack with an arte that has no elemental type or provide support with Healing Etude instead.

Physical Arte Healing Etude

TP Cost	10	Casting Time	—	Learned From	Start						
Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 5% +3			Count	[100/200] HP Recovery +6%					Gauge	0

Physical Arte Severed Fate

TP Cost	4	Casting Time	—	Learned From	Start						
Power	153	# of Hits	3	Phys. to Magic Ratio	7:3	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	—			Count	[100] Increased Area of Effect					Gauge	6

Physical Arte Marche Waltz

TP Cost	6	Casting Time	—	Learned From	Earth 15						
Power	200	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	—			Count	[100] Prop Up					Gauge	10

Physical Arte Soaring Symphony

TP Cost	8	Casting Time	—	Learned From	Wind 230						
Power	300	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—			Count	[100] Can Use in Mid-air					Gauge	10

Physical Arte Meteoric Waltz

TP Cost	12	Casting Time	—	Learned From	Light-Earth 1210						
Power	400	# of Hits	1	Phys. to Magic Ratio	7:3	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Juggle			Count	[100] Can Use in Mid-air, [200/400] Hits +4/+5					Gauge	5

Physical Arte Prelude

TP Cost	12	Casting Time	—	Learned From	Fire 4040						
Power	400	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown/Pull-in			Count	[100] Can Use in Mid-air, [200] Pull-in Enemy Stabilize					Gauge	10

Physical Arte Spectral Purge

TP Cost	16	Casting Time	—	Learned From	Dark 1210						
Power	600	# of Hits	4	Phys. to Magic Ratio	8:2	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	Juggle			Count	[100] Speed Up					Gauge	25

Physical Arte Dagger Rhapsody

TP Cost	24	Casting Time	—	Learned From	Wind-Fire 2810						
Power	900	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—			Count	[100] Ailment Points+20, [200] Stagger Extended					Gauge	10

Physical Arte Rage Crescendo

TP Cost	36	Casting Time	—	Learned From	Dark-Wind 2810						
Power	1200	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	32
Properties	Knockdown			Count	[100] Ailment Points+16, [200] Guard Break+16					Gauge	11

Basic Arte Fireball

TP Cost	6	Casting Time	1 Sec.	Learned From	Fire 230						
Power	250~1000>	# of Hits	1<4>	Phys. to Magic Ratio	0:10	Iron Stance	20<80>	Guard Break	—	HP Recovery	20<80>
Properties	—			Count	—					Gauge	10<40>

Basic Arte Rock Trine

TP Cost	8	Casting Time	1 Sec.	Learned From	Start						
Power	204<284>	# of Hits	3<5>	Phys. to Magic Ratio	0:10	Iron Stance	21<35>	Guard Break	—	HP Recovery	21<37>
Properties	Juggle/Knockdown			Count	—					Gauge	10.5<17.5>

Basic Arte Wind Lance

TP Cost	8	Casting Time	1.3 Sec.	Learned From	Wind 15						
Power	300~600>	# of Hits	1<2>	Phys. to Magic Ratio	0:10	Iron Stance	20<40>	Guard Break	—	HP Recovery	20<40>
Properties	—			Count	—					Gauge	10<20>

Basic Arte Splash

TP Cost	12	Casting Time	1 Sec.	Learned From	Start						
Power	740	# of Hits	6	Phys. to Magic Ratio	0:10	Iron Stance	30	Guard Break	—	HP Recovery	30
Properties	—			Count	—					Gauge	12

Mid Arte Shimmering Toll

TP Cost	12	Casting Time	2.2 Sec.	Learned From	Light 230						
Power	400~600>	# of Hits	4<6>	Phys. to Magic Ratio	0:10	Iron Stance	20<30>	Guard Break	—	HP Recovery	20<30>
Properties	Stun (20%)			Count	—					Gauge	10<15>

Mid Arte Freeze Lancer

TP Cost	13	Casting Time	2 Sec.	Learned From	Earth-Water 400						
Power	525~840>	# of Hits	10<16>	Phys. to Magic Ratio	0:10	Iron Stance	20<32>	Guard Break	—	HP Recovery	20<32>
Properties	—			Count	—					Gauge	10<16>

Mid Arte Air Pressure

TP Cost	26	Casting Time	2 Sec.	Learned From	Earth 1630						
Power	918~1278>	# of Hits	3<4>	Phys. to Magic Ratio	0:10	Iron Stance	21<28>	Guard Break	—	HP Recovery	21<28>
Properties	<Knockdown>			Count	—					Gauge	6<10>

Mid Arte Blue Sphere

TP Cost	26	Casting Time	2 Sec.	Learned From	Water 500						
Power	900	# of Hits	1	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	30
Properties	Knockdown			Count	—					Gauge	15

Advance Arte Divine Streak

TP Cost	28	Casting Time	3.5 Sec.	Learned From	Fire-Light 2160						
Power	1000	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—			Count	—					Gauge	10

Advance Arte Glacial Core

TP Cost	34	Casting Time	3.3 Sec.	Learned From	Earth-Water 5060						
Power	1320	# of Hits	5	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	40
Properties	Knockdown			Count	—					Gauge	10

Mid Arte Tightening Chains

TP Cost	36	Casting Time	2 Sec.	Learned From	Light 3180						
Power	585~845>	# of Hits	2<3>	Phys. to Magic Ratio	0:10	Iron Stance	10<15>	Guard Break	—	HP Recovery	10<15>
Properties	<Pull-in Knockdown>			Count	—					Gauge	5<10>

Advance Arte Roche Waltz

TP Cost	40	Casting Time	3 Sec.	Learned From	Light-Earth 3590						
Power	1440	# of Hits	3	Phys. to Magic Ratio	0:10	Iron Stance	28	Guard Break	—	HP Recovery	114
Properties	Prop Up (Roll) /Knockdown Critical (Roll)			Count	—					Gauge	20

Advance Arte Diffusional Drive

TP Cost	40	Casting Time	3 Sec.	Learned From	Water-Dark 4040						
Power	1100	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	10	Guard Break	—	HP Recovery	10
Properties	HP Recovery 10%/Ignore Knockdown Damage			Count	—					Gauge	10

Mystery Tidal Wave

TP Cost	52	Casting Time	3 Sec.	Learned From	Water 4530						
Power	672	# of Hits	8	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	80
Properties	Pull-in/Rotate Enemy/Reduce Movement Speed			Count	—					Gauge	12

Mystic Arte Grand Finale

TP Cost	0	Casting Time	—	Learned From	Skill Special						
Power	7500	# of Hits	2	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Rowen Ilbert
Tactics

Maintain a Safe Distance for Artes Casting

As a master of long-range combat, it's essential that Rowen be able to cast his artes from a position far from the front lines. If an enemy is approaching Rowen, immediately cancel any arte you're casting and perform a strategic retreat. The Meteoric Waltz arte comes in handy for this; use it when an enemy has reached a position around one quick-step away to stagger the foe while Rowen propels himself backwards. Perform a back-step as soon as you land to put even more space between Rowen and his enemy.

Make aggressive use of Rowen's Arte Tuning to deal additional hits to his foes.

Artes-Empowering Skills	
Skill	**Effect When Active**
Continued Channeling	Continue to hold ● after completing the casting of an arte to increase its power. Hold it for 4 seconds to achieve the maximum 2x power.
Speed Cast	Reduces casting times by 10%.
Abrupt Cast	Rowen can't use Arte Tuning, but his Recovery time after casting an arte is reduced.
Queued Spellcasting	After canceling the casting of a spirit arte, if you cast the same arte, you'll resume the casting process where you left off.
Absolute Reduction	Whenever you cast a spirit arte, there's a 10% chance it will cost no TP.
Power Charge	If you guard or use Magic Guard for 0.75 seconds, the next arte you use in a combo will cost 25% less TP and provide +1 AC.
TP Reversal	50% of the last TP cost spent will gradually regenerate.

Crowd Tactics—Drown Your Foes with a Series of Tidal Waves

Rowen's powerful Tidal Wave arcane arte hits every enemy on the battlefield, and if you use the skills listed below to make it even stronger, you can win almost any normal battle simply by repeatedly casting it. The Queued Spellcasting skill is of particular importance, as it allows Rowen to pick up the casting process where he left off if he ever has to cancel to evade an incoming foe. That makes it possible to cast Tidal Wave on even the most chaotic of battlefields.

When farming for gald or EXP, continuously casting Tidal Wave is a good way to score quick battlefield victories.

Special—Gain a Combat Advantage in an "Opportune Moment"

When the Opportune Moment skill is active, Rowen will freeze time whenever he evades an attack with a back-step. This will provide an ample opening to get away or cast a spirit arte, so you should try to use evasive back-steps whenever enemies draw near. Note that this is a Linked Skill, so you can get more value out of it by partnering with a character like Jude, who has a long window of invincibility when back-stepping.

Linking with allies will provide more opportunities to freeze time, so link as much as you can!

Special—Pairing Conservation with Overclocked

The effects of Overclocked and Conservation do stack, netting you a 20% boost in artes damage with a 10% TP cost penalty. Since having both active at once mostly cancels out the drawbacks of each, it's a good idea to activate them together.

Rowen Ilbert

Recommended Combos

Guard to Erase the Post-Tuning Window of Vulnerability

Step 1: Fireball, Step 2: Arte Tuning, Step 3: Guard, Step 4: Splash, Step 5: Guard

Use Arte Tuning on the Fireball arte to fire off the full four fireballs, then briefly guard to close the arte's window of vulnerability. If you cast Splash immediately after guarding, it will still continue your combo. Once again, guard to cancel the Arte Tuning of Splash, and you'll be able to continue the combo with a variety of attacks. The artes in the above example are lower-level spells, but hitting with all four fireballs will do a considerable amount of damage.

Launch a Combo After an Enemy Knockdown

Step 1: Prelude, Step 2: Front-Step, Step 3: ↑ + ✕, Step 4: Marche Waltz, Step 5: Spectral Purge

Use Prelude to pull a distant foe towards Rowen, then immediately front-step towards the fallen foe. (You can skip the front-step if the Prelude ends with your foe already in melee range.) Before your foe can get up, prop it up with a ↑ + ✕ attack, and then chain that into Marche Waltz and Spectral Purge artes.

Retreat from Your Foe While Setting Up a Counterattack

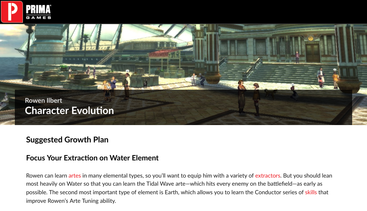
Step 1: Severed Fate, Step 2: Free Run, Step 3: Back-Step, Step 4: ✕, Step 5: Dagger Rhapsody

This is a basic hit-and-away combo that uses Rowen's long-range ✕ attack and the Dagger Rhapsody arte. Start by using Severed Fate to keep your foe in place, then free run away. Once you see the knives from Severed Fate hit the ground, immediately back-step away, keeping the foe in your sights for a ✕ and Dagger Rhapsody follow-up.

Harry Your Target with Mid-Air Artes

Step 1: L1 + ✕, Step 2: Soaring Symphony, Step 3: Prelude, Step 4: ↑ + ✕, Step 5: Spectral Purge

This aerial combo uses two artes that are castable in mid-air: Soaring Symphony and Prelude. After hitting the target with a L1 + u attack, immediately cast a Soaring Symphony chained into Prelude to knock your foe down. When Rowen lands, prop up your foe with a ↑ + ✕ attack, and top off the combo with a Spectral Purge. Even if this ends the combo, be ready to resume attacking after the Spectral Purge rune explodes.



Suggested Growth Plan

Focus Your Extraction on Water Element

Rowen can learn artes in many elemental types, so you'll want to equip him with a variety of extractors. But you should lean most heavily on Water so that you can learn the Tidal Wave arte—which hits every enemy on the battlefield—as early as possible. The second most important type of element is Earth, which allows you to learn the Conductor series of skills that improve Rowen's Arte Tuning ability.

Development chart

Learn Artes of Four Damage Types

In order to effectively exploit a wide variety of enemy weaknesses, you should learn the four artes below as early as possible. As an added bonus, the path to Shimmering Toll will also net you the Intelligence skill, which will boost the power of your artes and their odds of inflicting ailments.

Shimmering Toll	
Fireball	
Wind Lance	
Blue Sphere	

Learn the Skills Related to Arte Tuning

Learning the Conductor skill will allow you to perform Arte Tuning freely by removing its TP cost. Also of note is Speed Cast, which reduces casting times by 10%. Since it's a Linked Arte, it will be equally beneficial for any partner who specializes in casting artes.

Speed Cast	
Queued Spellcasting	
Conductor	
Conductor 2	

Extract Water Element to Learn Tidal Wave

Normal battles will pose little challenge once Rowen has mastered Tidal Wave, so from the mid-point of the game on, you'll want to focus heavily on Water extractors to earn that arcane arte early. If you mix in some Earth element, you can also pick up Conductor 3 and Conductor 4 to further augment the Arte Tuning ability.

Dagger Rhapsody	
Rage Crescendo	
Tidal Wave	
Conductor 3	
Conductor 4	

Empower Your Artes with Late-Game Skills

Two late-game skills will make your artes-casting smoother and more effective. Continued Channeling can double the power of Rowen's artes while Abrupt Cast eases their post-casting Recovery time.

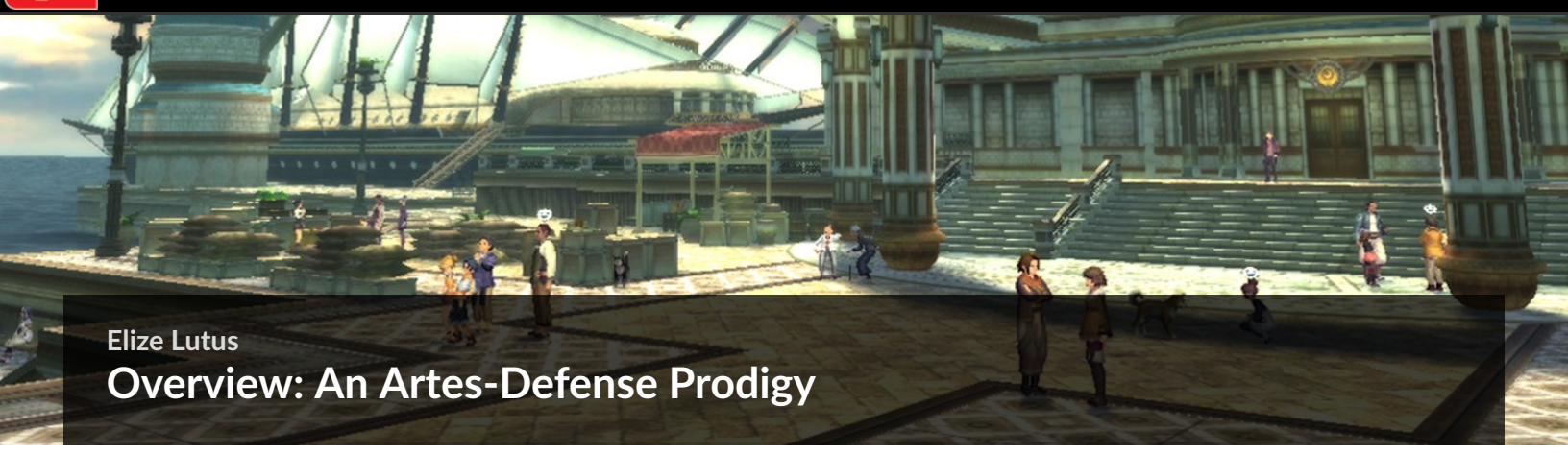
Continued Channeling	
Abrupt Cast	

Allium Orbs - Skills and Artes

Points	Light	Light-Earth	Earth	Earth-Water
15	—	—	Marche Waltz	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	—	—
160	—	—	Severed Fate Lv.1	—
230	Shimmering Toll	Level Restore	—	Conductor
310	—	—	Rock Trine Lv.1	—
400	Life Up	—	—	Freeze Lancer
500	—	Conservation	—	—
610	Stamina	—	Marche Waltz Lv.1	—
730	Over Extension 2	—	—	Freeze Lancer Lv.1
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	Rock Trine Lv.2	Conductor 2
1210	Shimmering Toll Lv.1	Meteoric Waltz	—	Freeze Lancer Lv.2
1410	—	—	All Guard	—
1630	Over Extension	—	Air Pressure	—
1880	Over Extension 3	Meteoric Waltz Lv.1	Rock Trine Lv.3	Freeze Lancer Lv.3
2160	—	—	Severed Fate Lv.2	—
2470	Stamina 2	—	Flash Guard	—
2810	—	Meteoric Waltz Lv.2	—	Freeze Lancer Lv.4
3180	Tightening Chains	—	Marche Waltz Lv.2	—
3590	HP Surge	Roche Waltz	Air Pressure Lv.1	Conductor 3
4040	Shimmering Toll Lv.2	—	Severed Fate Lv.3	—
4530	Linked Action	Meteoric Waltz Lv.3	HP Restoration Guard	—
5060	—	—	Rock Trine Lv.4	Glacial Core
5630	Tightening Chains Lv.1	Roche Waltz Lv.1	Marche Waltz Lv.3	—
6250	Shimmering Toll Lv.3	—	Air Pressure Lv.2	Conductor 4
6920	Intelligence 3	—	Perfect Guard	Glacial Core Lv.1
7640	—	Meteoric Waltz Lv.4	—	—
8410	Tightening Chains Lv.2	—	Severed Fate Lv.4	—
9230	HP Surge 2	Roche Waltz Lv.2	Air Pressure Lv.3	Glacial Core Lv.2
10110	Shimmering Toll Lv.4	—	—	—
11050	Tightening Chains Lv.3	—	Marche Waltz Lv.4	—
12050	—	Roche Waltz Lv.3	—	Glacial Core Lv.3
13110	Tightening Chains Lv.4	—	—	—
14230	—	—	Air Pressure Lv.4	—
15420	—	Roche Waltz Lv.4	—	Glacial Core Lv.4
16680	—	—	—	—

Points	Water	Water-Dark	Dark	Dark-Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	—	—	TP Gain	—
160	Splash Lv.1	—	—	—
230	Hidden Target	—	Fury Stoke	—
310	TP Combo Support	—	—	—
400	—	Overclocked	Mind Up	Mage Stun
500	Blue Sphere	—	—	—
610	Splash Lv.2	—	Spirit	—
730	—	—	Mind Reversal	—
870	Vitality 2	—	Psyche 2	—
1030	—	—	TP Gain 2	—
1210	—	—	Spectral Purge	—
1410	Blue Sphere Lv.1	—	—	Queued Spellcasting
1630	Water Guard	—	Combo Siphon	—
1880	—	Casting Window	Spectral Purge Lv.1	—
2160	Splash Lv.3	—	Spirit 2	—
2470	Blue Sphere Lv.2	—	Mind Share Plus	—
2810	—	—	—	Rage Crescendo
3180	Hidden Target 2	—	Spectral Purge Lv.2	—
3590	Splash Lv.4	—	TP Surge	—
4040	—	Diffusional Drive	—	—
4530	Tidal Wave	—	Fury Stoke 2	Rage Crescendo Lv.1
5060	Support Shift	—	—	—
5630	Heal Share Plus	Diffusional Drive Lv.1	—	Rage Crescendo Lv.2
6250	—	—	Spectral Purge Lv.3	—
6920	Blue Sphere Lv.3	—	—	Grace
7640	Tidal Wave Lv.1	Diffusional Drive Lv.2	TP Surge 2	—
8410	Abrupt Cast	—	—	Rage Crescendo Lv.3
9230	—	Damage Control	Spectral Purge Lv.4	—
10110	Tidal Wave Lv.2	—	—	Rage Crescendo Lv.4
11050	Blue Sphere Lv.4	—	Anti-Magic	—
12050	—	Diffusional Drive Lv.3	—	—
13110	Tidal Wave Lv.3	—	—	—
14230	—	—	—	—
15420	—	Diffusional Drive Lv.4	—	—
16680	Tidal Wave Lv.4	—	—	—

Points	Wind	Wind-Fire	Fire	Fire-Light
15	Wind Lance	—	—	—
50	Agility	—	Strength	—
100	—	—	Strong Arm	—
160	Knife Revenge	—	—	Speed Cast
230	Soaring Symphony	—	Fireball	—
310	—	Momentary Gain	—	Healing Etude Lv.1
400	—	—	—	—
500	Jump Cancel	—	—	—
610	—	—	Fireball Lv.1	—
730	—	Mirage Step	—	—
870	Agility 2	—	Strength 2	—
1030	—	—	—	Healing Etude Lv.2
1210	Wind Lance Lv.1	—	Fireball Lv.2	—
1410	—	—	—	Speed Cast 2
1630	Soaring Symphony Lv.1	—	Fireball Lv.3	—
1880	—	—	Absolute Reduction	—
2160	Wind Lance Lv.2	—	—	Divine Streak
2470	Soaring Symphony Lv.2	—	Point Conversion	—
2810	—	Dagger Rhapsody	—	Healing Etude Lv.3
3180	Wind Lance Lv.3	Momentary Gain 2	—	—
3590	—	—	—	—
4040	Soaring Symphony Lv.3	—	Prelude	Speed Cast 3
4530	—	Dagger Rhapsody Lv.1	—	—
5060	Charismatic Stance	—	Fireball Lv.4	Divine Streak Lv.1
5630	—	Continued Channeling	—	—
6250	Wind Lance Lv.4	—	Prelude Lv.1	Divine Streak Lv.2
6920	—	Dagger Rhapsody Lv.2	—	—
7640	Tetra Spell	—	Prelude Lv.2	Healing Etude Lv.4
8410	—	Dagger Rhapsody Lv.3	—	—
9230	Alternate Dash	—	Prelude Lv.3	Divine Streak Lv.3
10110	—	—	Chain Spell	—
11050	Soaring Symphony Lv.4	Dagger Rhapsody Lv.4	—	—
12050	—	—	—	Divine Streak Lv.4
13110	—	—	Prelude Lv.4	—
14230	—	—	—	—
15420	—	—	—	—
16680	—	—	—	—



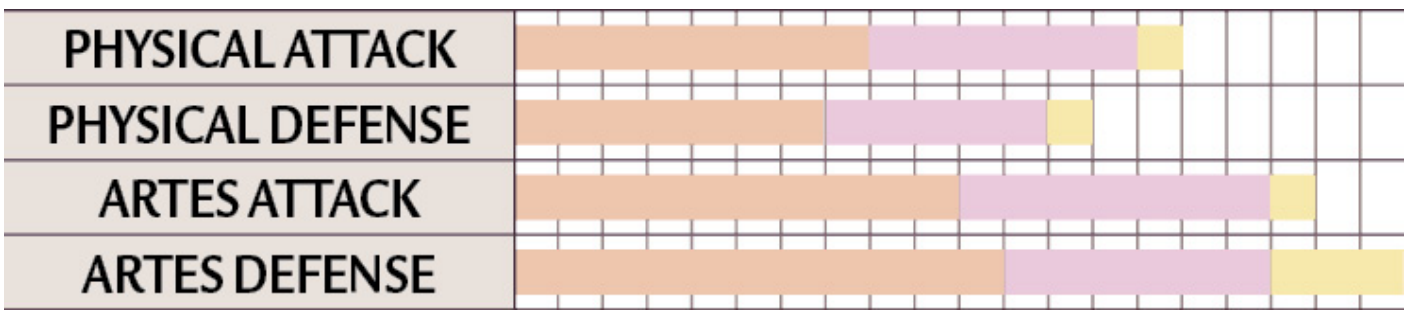
Elize Lutus

Overview: An Artes-Defense Prodigy

Elize has impressive Intelligence and the highest Psyche of any party member. Factor in accessories, and she can have an extremely impressive Artes Defense score. However, she has relatively little HP and her Physical Defense is quite low, so it's still essential to keep her protected from enemy attacks.

Stats					
Stat	**Lv.1**	**Lv.50**	**Lv.100**	**Lv.200**	**Rank**
HP	360	2124	3924	7524	D
TP	115	229	346	579	A
Strength	35	378	728	1428	C
Vitality	35	353	678	1328	C
Intelligence	56	521	996	1946	A
Psyche	61	551	1051	2051	S
Agility	37	331	631	1231	D
Dexterity	52	468	893	1743	A

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Staves	ARMOR	Clothes
HEADGEAR	Circlets		
	Ribbons		

PARTNER SKILL: TEEPO DRAIN

Absorbs Enemy HP and TP to Give to Elize's Partner

When Elize is your partner, Teepo has a set chance of absorbing HP and TP from your enemy and giving it to you. The amounts are quite small, but when conditions are right, it can trigger repeatedly. When Elize's partner is low on TP, the odds of the skill triggering increase significantly, so even if you're normally using another character as a partner, it can pay to switch to Elize when you need more juice. Incidentally, Teepo Drain does not actually reduce the HP of the enemy when it triggers.

Teepo Drain Properties

- Teepo absorbs HP and TP from the targeted enemies, and uses it to restore 10% of Elize's partner's Max HP and 5% of his or her Max TP.
- The base chance of Teepo Drain triggering is 2%, but if the player's character has less than 50% HP, or the enemy is a boss, the odds increase by 5%. If the enemy is Speed-type, the odds increase by 15%. If the player's character has less than 50% TP, the odds increase by 20%. Finally, if the enemy is launched by an attack, the odds increase by 30%.
- When the Support Shift skill is active, Teepo Drain can trigger when a foe is knocked down, not just when foes are launched into the air.

Launching enemies increases the odds of success. When partnered with Elize, do as much launching as you can.

Elize Lutus

Character Abilities

Elize Provides Backup With Recovery and Combat Artes

Elize has access to a wide variety of recovery artes, as well as plenty of Dark-type attack artes, so her primary role should be supporting the party with healing when it's needed and offensive artes when it's not. Elize is slow at both movement and quick-steps, so she struggles when fighting at close range. Keep her as far from your foes as possible.

Key Attributes

- Can use numerous artes that recover HP or cure ailments for multiple allies.
- Has access to numerous Dark-type artes.
- Normal attacks have a fairly long range.

When battling against tough foes, set Elize's Action Strategy to Only Heal.

Special Ability—Teepo Switching

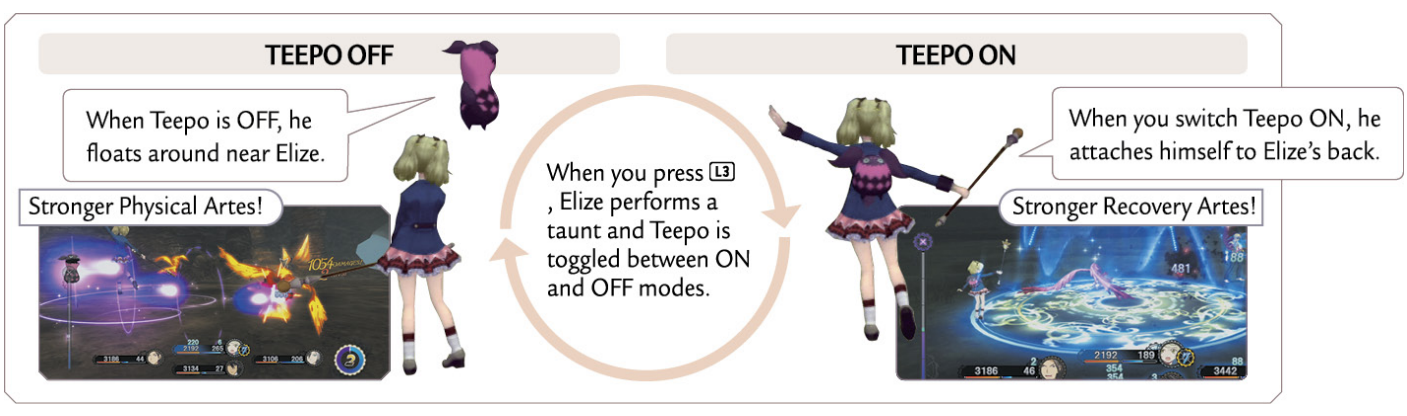
Toggle Teepo to Enhance Either Physical or Spirit Artes

When you press L3 to have Elize perform a taunt, you'll also toggle Teepo between ON and OFF modes. Teepo's status affects both normal attacks and artes, strengthening physical artes when OFF and spirit artes when ON. It's vital that you always set Teepo to the mode that matches the artes you intend to use. At the beginning of each battle, Teepo will retain his setting from the end of the previous battle.

You can't shorten the switching animation by taking actions like guarding, so make sure to do it in a safe place.

Teepo Switching-Related Skills	
Skill	**Effect When Active**
Warrior	When Teepo is OFF, physical artes deal 50% more damage.
Warrior 2	When Teepo is OFF, movement speed and quick-step distance are increased by 25%.
Wizard	When Teepo is ON, spirit artes deal 50% more damage.
Wizard 2	When Teepo is ON, casting times are reduced by 40%.
Teepo Master	When you perform a taunt, gain HP equal to 5% of max HP and TP equal to 2% of max TP.
Teepo Master 2	Teepo is always ON when casting spirit artes.
Teepo Master 3	Elize's taunts are quicker and create a shockwave that knocks nearby foes away.
Morale Support	Teepo is always ON during battles and Teepo Switching merely performs a taunt.

Teepo Switching Steps

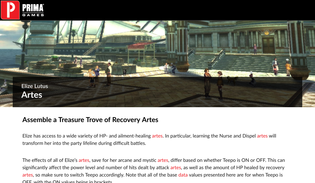


Normal Attacks

Use Long-Range Normal Attacks When Teepo is ON

Teepo's ON or OFF status also affects normal attacks. When Teepo is OFF, Elize uses Teepo to perform short-range attacks, but when Teepo is ON, Elize is able to fire long-range bursts of light from her staff. Since Elize is most effective when using spirit artes far from the front lines, you'll want to keep her primarily in long-range ON mode. Quick, wide-area attacks like Elize's ↓ + X attack will help keep enemies at bay.

When Teepo is ON, Elize's ↓ + X attack hits four times at close range, making it a good way to rack up combo hits.



Elise Lutus

Artes

Assemble a Treasure Trove of Recovery Artes

Elize has access to a wide variety of HP- and ailment-healing artes. In particular, learning the Nurse and Dispel artes will transform her into the party lifeline during difficult battles.

The effects of all of Elize's artes, save for her arcane and mystic artes, differ based on whether Teepo is ON or OFF. This can significantly affect the power level and number of hits dealt by attack artes, as well as the amount of HP healed by recovery artes, so make sure to switch Teepo accordingly. Note that all of the base data values presented here are for when Teepo is OFF, with the ON values being in brackets.

Magic Arte — Pixie Circle

TP Cost	10	Casting Time	2 Sec.	Learned From	Start						
Power	–	# of Hits	–	Phys. to Magic Ratio	0:10	Iron Stance	–	Guard Break	–	HP Recovery	–
Properties	HP Recovery 10% +HP Recovery 20%+			Count	–					Gauge	0

Mid Arte — Healing Circle

TP Cost	20	Casting Time	3 Sec.	Learned From	Light-Earth 500						
Power	–	# of Hits	–	Phys. to Magic Ratio	0:10	Iron Stance	–	Guard Break	–	HP Recovery	–
Properties	HP Recovery 8%+5 +HP Recovery 10%+5+			Count	–					Gauge	0

Advanced Arte — Nurse

TP Cost	30	Casting Time	4 Sec.	Learned From	Wind-Fire 1360						
Power	–	# of Hits	–	Phys. to Magic Ratio	0:10	Iron Stance	–	Guard Break	–	HP Recovery	–
Properties	HP Recovery 50% +HP Recovery 60%+			Count	–					Gauge	0

Mid Arte — Resurrection

TP Cost	40	Casting Time	3 Sec.	Learned From	Lv.40						
Power	–	# of Hits	–	Phys. to Magic Ratio	0:10	Iron Stance	–	Guard Break	–	HP Recovery	–
Properties	HP Recovery (50%)			Count	–					Gauge	0

Physical Arte — Pow Hammer

TP Cost	3	Casting Time	–	Learned From	Start						
Power	100	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Stun (30%) +20%+			Count	[100] Stun Rate + 30%+ + 10%+					Gauge	10

Physical Arte — Teepo Spray

TP Cost	4	Casting Time	–	Learned From	Start						
Power	188~150+	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	–			Count	[200] Hits + 1 (Power + 152) <[100] Range+Projectile Speed Up>					Gauge	10

Physical Arte — Teepo Squash

TP Cost	6	Casting Time	–	Learned From	Fire 100						
Power	280~200+	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Prop Up (Teepo OFF Only)			Count	[100<200] Increased Area of Effect					Gauge	20

Physical Arte — Frozen Flash

TP Cost	7	Casting Time	–	Learned From	Earth-Water 100						
Power	240	# of Hits	3<2+>	Phys. to Magic Ratio	6:4	Iron Stance	12<8>	Guard Break	12<8>	HP Recovery	12<8>
Properties	–			Count	[100] Speed Up (Teepo OFF Only) [200] Prop Up					Gauge	15<10>

Physical Arte — Dark Brush

TP Cost	12	Casting Time	–	Learned From	Water-Dark100						
Power	450	# of Hits	3	Phys. to Magic Ratio	8:2<6:4>	Iron Stance	12	Guard Break	28<12>	HP Recovery	12<28>
Properties	–			Count	[100] Guard Break +20 <Ailment Points + 20> [200/400] Speed Up					Gauge	15

Physical Arte — Teepo Quake

TP Cost	8	Casting Time	–	Learned From	Earth 100						
Power	396<360>	# of Hits	3<2>	Phys. to Magic Ratio	10:0	Iron Stance	12<8>	Guard Break	12<8>	HP Recovery	12<8>
Properties	Prop Up (Teepo OFF Only)			Count	[100] Speed Up [200] Hits +1 (Power + 36) <Prop Up>					Gauge	15<10>

Physical Arte — Teepo Roar

TP Cost	12	Casting Time	–	Learned From	Earth-Water 500						
Power	560~400<	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Knockdown			Count	[100] Guard Break +96					Gauge	15

Physical Arte — Teepo Copter

TP Cost	12	Casting Time	–	Learned From	Wind 730						
Power	480~320<	# of Hits	8<4>	Phys. to Magic Ratio	6:4	Iron Stance	32<16>	Guard Break	32<16>	HP Recovery	32<16>
Properties	Juggle			Count	[100] Can Use in mid-air [400] Add Homing [1000] Homing Ability Up					Gauge	20

Physical Arte — Teepo Trampoline

TP Cost	14	Casting Time	–	Learned From	Earth 1880						
Power	500	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	Juggle/Prop Up (Teepo OFF Only)			Count	[200/400] Hits +1 (Power +100)					Gauge	14

Physical Arte — Teepo Vacuum

TP Cost	20	Casting Time	–	Learned From	Fire 1210						
Power	600~420<	# of Hits	5<3>	Phys. to Magic Ratio	10:0	Iron Stance	20<12>	Guard Break	9999	HP Recovery	20<12>
Properties	Knockdown/Prop Up			Count	[100] Vacuum Mid Foes [400] Vacuum Large Foes [1000] Vacuin XL Foes					Gauge	22<16>

Physical Arte — Teepo Barrage

TP Cost	28	Casting Time	–	Learned From	Dark-Wind 400						
Power	1000	# of Hits	7<5>	Phys. to Magic Ratio	6:4	Iron Stance	21<15>	Guard Break	28<20>	HP Recovery	36<20>
Properties	–			Count	[100<200] Iron Stance + 14<10>					Gauge	14<10>

Magic Arte — Dark Gaze

TP Cost	6	Casting Time	1 Sec.	Learned From	Start						
Power	200<280<	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	–	HP Recovery	20
Properties	–			Count	–					Gauge	10

Mid Arte — Deadly Gaze

TP Cost	24	Casting Time	2 Sec.	Learned From	Dark-Wind 1030						
Power	700<896<	# of Hits	8	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	–	HP Recovery	40
Properties	–			Count	–					Gauge	12

Mid Arte — Negative Gate

TP Cost	29	Casting Time	2.5 Sec.	Learned From	Dark 500						
Power	600	# of Hits	8	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	–	HP Recovery	20
Properties	Pull-In			Count	–					Gauge	12

Advanced Arte — Dark Visitor

TP Cost	52	Casting Time	3 Sec.	Learned From	Dark 2470						
Power	1200~1560<	# of Hits	5<6>	Phys. to Magic Ratio	0:10	Iron Stance	20<24>	Guard Break	–	HP Recovery	20<24>
Properties	Instant-KO (10%) +Instant-KO (12%) +2>			Count	–					Gauge	10<12>

Advanced Arte — Dread Wings

TP Cost	40	Casting Time	3 Sec.	Learned From	Dark-Wind 4040						
Power	1155<1485<	# of Hits	6<8>	Phys. to Magic Ratio	0:10	Iron Stance	20<26>	Guard Break	–	HP Recovery	40<52>
Properties	Knockdown Critical			Count	–					Gauge	12<16>

Magic Arte — Recover

TP Cost	10	Casting Time	1 Sec.	Learned From	Water 160						
Power	–	# of Hits	–	Phys. to Magic Ratio	0:10	Iron Stance	–	Guard Break	–	HP Recovery	–
Properties	Ailment Removed			Count	–					Gauge	0

Mid Arte — Dispel

TP Cost	22	Casting Time	2 Sec.	Learned From	Light 1210						
Power	–	# of Hits	–	Phys. to Magic Ratio	0:10	Iron Stance	–	Guard Break	–	HP Recovery	–
Properties	Ailment Removed <Disable Ailments+			Count	–					Gauge	0

Advanced Arte — Revive

TP Cost	45	Casting Time	4 Sec.	Learned From	Fire-Light 3180						
Power	–	# of Hits	–	Phys. to Magic Ratio	0:10	Iron Stance	–	Guard Break	–	HP Recovery	–
Properties	Automatica Revival (HP Recovery 30%)			Count	–					Gauge	0

Magic Arte — Ignite Terror

TP Cost	60	Casting Time	3 Sec.	Learned From	Water-Dark 4530						
Power	1400	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	100	Guard Break	–	HP Recovery	9999
Properties	Ailment Poison			Count	–					Gauge	10

Physical Arte — Shock Sphere

TP Cost	*2	Casting Time	–	Learned From	*2						
Power	*1	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	0	Guard Break	0	HP Recovery	0
Properties	Stun(15%)			Count	–					Gauge	10

Mystic Arte — Scary-Go-Round

TP Cost	0	Casting Time	–	Learned From	Skill Special						
Power	8200	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	–	Guard Break	–	HP Recovery	–
Properties	Accuracy<sup>Knockdown			Count	–					Gauge	0

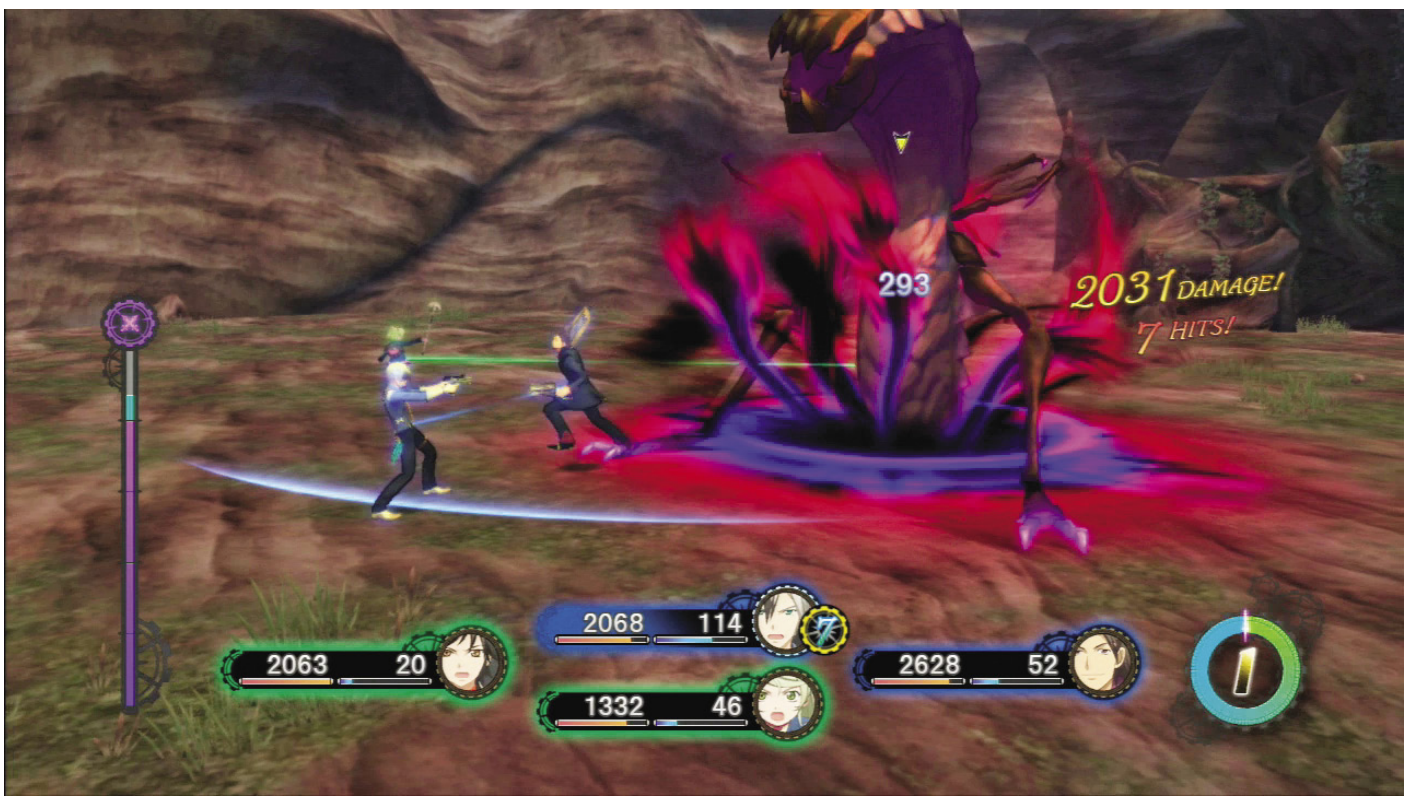
Note

*1 Half the original arte*2 Refer to original arte

Elize Lutus
Tactics

Attack Only When the Party's Out of Danger

Elize can cast a variety of offensive physical and spirit artes, but her primary role should be as party healer. Having her aggressively attacking foes could lead to situations in which she's unable to respond quickly to the party's healing needs. Only send Elize on the offense when the entire party is in good shape or when she needs to protect herself from enemies who are targeting her. Whether she's on offense or healing duty, keep her as far from the front lines as possible, as she's ill-suited for close-range combat.



When facing foes that are weak to Dark, it may make sense to have Elize take a more aggressive role.

Boss Tactics—During Boss Fights, Focus Exclusively on Healing

Since timely HP recovery is essential during boss fights, Elize should focus exclusively on healing. For best results, set Teepo to ON at the beginning of the fight, position Elize far from her foes, and have her start casting healing artes straight away. By holding down [redacted] you can pause the casting process, allowing you to release the button and trigger the arte immediately when your allies need the HP.

You can set the target area of your arte while the casting is paused, letting you pick a target area that heals as many allies as possible.

Special—Make Elize Indestructible with Guard-Boosting Skills

Elize is notably weak to physical attacks, but if you learn the skills listed below, you can make her nearly indestructible in combat. The combination of Melee Gamble, Spell Gamble, and All Guard alone will allow you to reduce the damage from any attack to 1 simply by executing a Magic Guard.

Guarding-Related Skills	
Heal Guard	Restores 4% of Max HP for every second you spend guarding or using Magic Guard.
Reflective Guard	For 3 seconds after guarding or using Magic Guard, 20% of damage received while guarding is reflected back at the attacker.
Survive	When guarding, if you would take more damage than your current HP total, you will survive at 1 HP.
Melee Gamble	Physical attacks you take while guarding deal only 1 point of damage, but deal double damage when unguarded.
Spell Gamble	Artes attacks you take while using Magic Guard deal only 1 point of damage, but deal double damage when unguarded.
Impregnable Guard	Your guard cannot be broken.

Elize Lutus

Recommended Combos

Drive Back Foes as You Retreat to Safety

Step 1: Back-Step, Step 2: Pow Hammer, Step 3: Teepo Squash, Step 4: Teepo Roar, Step 5: Back-Step

Cast a Pow Hammer at an incoming foe and, just before it lands, use a back-step to put Elize the proper distance away. Then chain a Teepo Squash into a Teepo Roar to knock away any foes in front of you. (If your foes are moving too quickly, cut the Pow Hammer and go straight to the two Teepo artes.) This combo doesn't do massive amounts of damage or hit a significant amount of times; it's simply an effective way to drive off incoming attackers.

Pull in Foes For a Melee-Range Thrashing

Step 1: L1 + ⇦ / ⇨ + ✕, Step 2: ⇦ / ⇨ + ✕, Step 3: Dark Brush, Step 4: ⇩ + ✕, Step 5: Back-Step

With Teepo OFF, pull in your foes with the long-range L1 + ⇦ / ⇨ + ✕ attack, and then rack up hits by continuously using Elize's ⇦ / ⇨ + ✕ attack. (Any other attack would knock your foes back, interrupting the combo.) When you run low on AC, use an arte like Dark Brush or Frozen Flash that attacks your foe's weakness, and knock them down with the ⇩ + ✕ normal attack before back-stepping away to safety.

A Flashy Mid-Air Combo Against Launched Foes

Step 1: Quick-Step, Step 2: Teepo Quake, Step 3: Teepo Trampoline, Step 4: Shock Sphere, Step 5: Guard

Approach within one quick-step length of your foe, where he'll be in Teepo Quake range, and use Teepo Trampoline to launch him into the air. Immediately follow that up with Teepo Quake and then use a mid-air Shock Sphere to knock your foe away so he won't be able to retaliate. Dark Gaze is a good choice for the base arte of Shock Sphere, due to its low TP cost.

Elize Lutus

Character Evolution

Focus on Building Elize's Repertoire of Artes

Elize begins the game with Pixie Circle as her only recovery arte. Begin by seeking out the Light- and Earth-type Healing Circle and Water-type Recover artes. Next, work to shore up Elize's weaknesses by learning skills that boost her HP and Vitality. Learning Elize's Dark-type attack artes is also essential, so you'll want to make sure she spends a lot of time using Dark-type extractors.

Suggested Growth Plan

Development chart

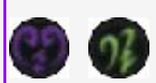
Increase Elize's Recovery-Arte Options

Your first priority is learning healing artes and the Dispel arte, which protects you from ailments. The Warrior skill will boost the power of your physical artes when Teepo is OFF, improving Elize's proficiency in combat.

	Dispel
	Warrior
	Teepo Master
	Nurse
	Recover
	Healing Circle

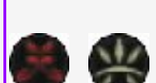
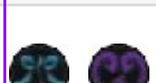
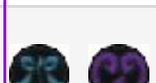
Focus on Learning Dark-Type Attack Artes

Once you've assembled a nice selection of healing artes, start absorbing Dark and Wind elements to learn attack artes like Negative Gate and Deadly Gaze. When you do, you'll want to make sure to learn and activate the Wizard skill, which boosts the power of artes when Teepo is ON.

	Negative Gate
	Deadly Gaze
	Wizard
	Heal Guard

Expand the Utility of Teepo Switching

After a certain amount of growth, you'll gain access to a wide variety of skills related to Elize's Teepo Switching ability. Warrior 2 and Wizard 2 are both extremely useful, making it easier for Elize to get away from her foes and shortening her casting times, respectively.

	Warrior 2
	Revive
	Teepo Master 2
	Teepo Master 3
	Dread Wings
	Dark Visitor
	Ignite Terror
	Wizard 2

Master Elize's Strongest Guard Skills

Once you've learned Spell Gamble and Melee Gamble, Elize's defenses will be completely impregnable. For added reassurance, the Angel's Cry skill can revive her from a single KO in combat.

	Spell Gamble
	Melee Gamble

Allium Orbs - Skills and Artes

Points	Light	Light -Earth	Earth	Earth -Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Teepo Quake	Frozen Flash
160	—	—	—	—
230	Pixie Circle Lv.1	Level Restore	—	—
310	—	—	—	Frozen Flash Lv.1
400	Life Up	—	Teepo Quake Lv.1	—
500	—	Healing Circle	—	Teepo Roar
610	Stamina	—	—	—
730	Over Extension 2	—	—	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	Healing Circle Lv.1	—	Frozen Flash Lv.2
1210	Dispel	—	All Guard	—
1410	—	—	—	Teepo Roar Lv.1
1630	Over Extension	Casting Window	—	—
1880	Over Extension 3	—	Teepo Trampoline	Heal Guard
2160	Stamina 2	Healing Circle Lv.2	—	—
2470	—	—	Flash Guard	Frozen Flash Lv.3
2810	Pixie Circle Lv.2	—	—	—
3180	—	Healing Circle Lv.3	Teepo Trampoline Lv.1	Teepo Roar Lv.2
3590	HP Surge	—	—	—
4040	—	—	Teepo Quake Lv.2	—
4530	Pixie Circle Lv.3	—	—	Support Shift
5060	—	—	HP Restoration Guard	—

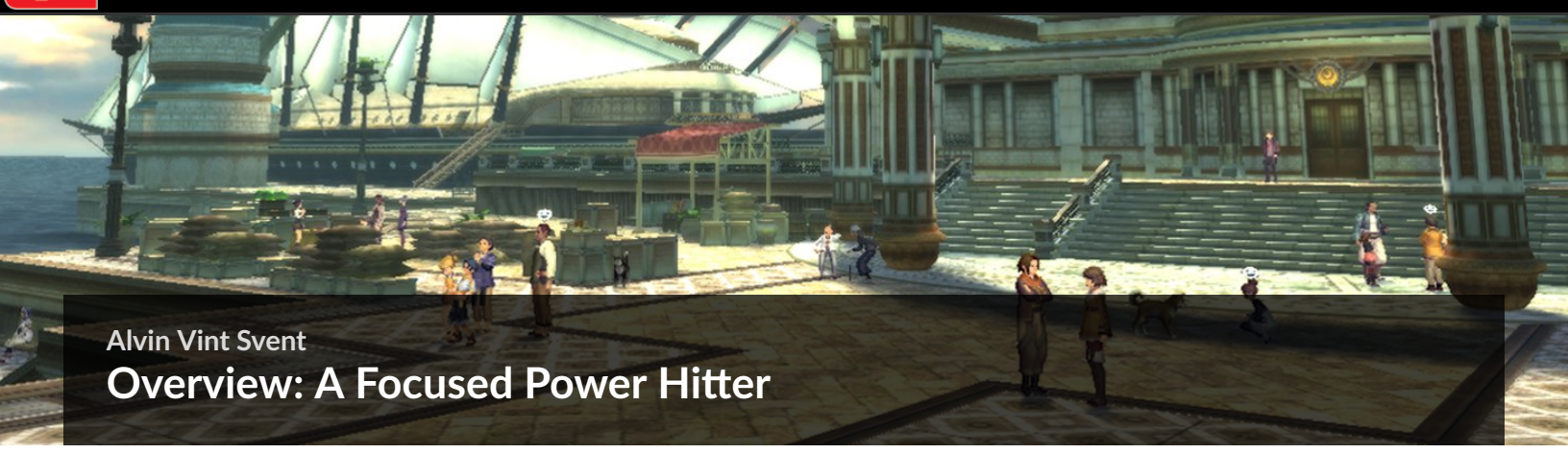
5630	Dispel Lv.1	Survive	Teepo Trampoline Lv.2	—
6250	—	—	—	Spell Gamble
6920	Pixie Circle Lv.4	—	Perfect Guard	—
7640	—	Healing Circle Lv.4	—	Teepo Roar Lv.3
8410	Dispel Lv.2	—	Teepo Quake Lv.3	—
9230	HP Surge 2	—	—	Frozen Flash Lv.4
10110	Dispel Lv.3	—	Teepo Trampoline Lv.3	—
11050	Angel's Cry	—	—	Teepo Roar Lv.4
12050	—	—	Teepo Quake Lv.4	—
13110	Dispel Lv.4	—	—	—
14230	—	—	Teepo Trampoline Lv.4	—
15420	—	—	—	—
16680	—	—	—	—

Points	Water	Water -Dark	Dark	Dark -Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	—	Dark Brush	TP Gain	Dark Gaze Lv.1
160	Recover	—	Teepo Spray Lv.1	—
230	Hidden Target	—	—	—
310	—	Reflective Guard	—	—
400	TP Combo Support	—	Mind Up	Teepo Barrage
500	—	Dark Brush Lv.1	Negative Gate	—
610	Recover Lv.1	Wizard	Spirit	—
730	—	—	Mind Reversal	Dark Gaze Lv.2
870	Vitality 2	—	Psyche 2	—
1030	—	Dark Brush Lv.2	TP Gain 2	Deadly Gaze
1210	Auto Medicine	—	Teepo Spray Lv.2	—
1410	—	—	Combo Siphon	Teepo Barrage Lv.1
1630	Recover Lv.2	—	Dark Guard	—
1880	—	Dark Brush Lv.3	Negative Gate Lv.1	—
2160	Renewed Confidence	—	Spirit 2	Deadly Gaze Lv.1
2470	—	—	Dark Visitor	—
2810	Recover Lv.3	—	Mind Share Plus	Dark Gaze Lv.3
3180	—	Wizard 2	Negative Gate Lv.2	Teepo Barrage Lv.2

3590	Hidden Target 2	—	TP Surge	—
4040	Auto Medicine 2	Dark Brush Lv.4	Teepo Spray Lv.3	Dread Wings
4530	—	Ignite Terror	—	Teepo Barrage Lv.3
5060	Heal Share Plus	—	Negative Gate Lv.3	Dark Gaze Lv.4
5630	—	—	Dark Visitor Lv.1	Deadly Gaze Lv.2
6250	—	Ignite Terror Lv.1	—	Dread Wings Lv.1
6920	Recover Lv.4	—	Spirit 3	Teepo Barrage Lv.4
7640	—	—	Teepo Spray Lv.4	—
8410	—	—	Dark Visitor Lv.2	Deadly Gaze Lv.3
9230	—	—	TP Surge 2	—
10110	Chain Spell	Ignite Terror Lv.2	—	Dread Wings Lv.2
11050	—	—	Negative Gate Lv.4	—
12050	—	—	Dark Visitor Lv.3	Deadly Gaze Lv.4
13110	—	Ignite Terror Lv.3	—	Dread Wings Lv.3
14230	—	—	—	—
15420	—	—	Dark Visitor Lv.4	Dread Wings Lv.4
16680	—	Ignite Terror Lv.4	—	—

Points	Wind	Wind -Fire	Fire	Fire -Light
15	—	—	—	—
50	Agility	—	Strength	—
100	—	—	Teepo Squash	—
160	Pow Hammer Lv.1	—	Pow Hammer	—
230	—	Momentary Gain	Fury Stoke	—
310	Jump Cancel	—	Chicken Run	—
400	—	—	—	—
500	Pow Hammer Lv.2	—	Teepo Squash Lv.1	Linked Minds
610	Mirage Step	—	—	—
730	Teepo Copter	—	—	Warrior
870	Agility 2	—	Strength 2	—
1030	—	Teepo Master	—	—
1210	—	—	Teepo Vacuum	—
1410	—	—	Back Support	—
1630	Teepo Copter Lv.1	Nurse	—	—
1880	Spell Shock	—	Teepo Squash Lv.2	—

2160	—	Teepo Master 3	—	—
2470	—	Nurse Lv.1	—	Warrior 2
2810	Pow Hammer Lv.3	—	Teepo Vacuum Lv.1	—
3180	—	Momentary Gain 2	—	Revive
3590	Teepo Copter Lv.2	—	Fury Stoke 2	—
4040	—	—	Teepo Squash Lv.3	—
4530	—	Teepo Master 2	—	Linked Action
5060	Pow Hammer Lv.4	—	Morale Support	—
5630	—	Melee Gamble	—	—
6250	—	—	Teepo Vacuum Lv.2	Revive Lv.1
6920	Teepo Copter Lv.3	Nurse Lv.2	—	—
7640	—	—	Teepo Squash Lv.4	Revive Lv.2
8410	—	Damage Control	—	—
9230	Alternate Dash	—	Teepo Vacuum Lv.3	—
10110	—	Nurse Lv.3	—	—
11050	Teepo Copter Lv.4	—	—	—
12050	—	Nurse Lv.4	—	Revive Lv.3
13110	—	—	Teepo Vacuum Lv.4	—
14230	—	—	—	Revive Lv.4
15420	—	—	—	—
16680	—	—	—	—



Alvin Vint Svent

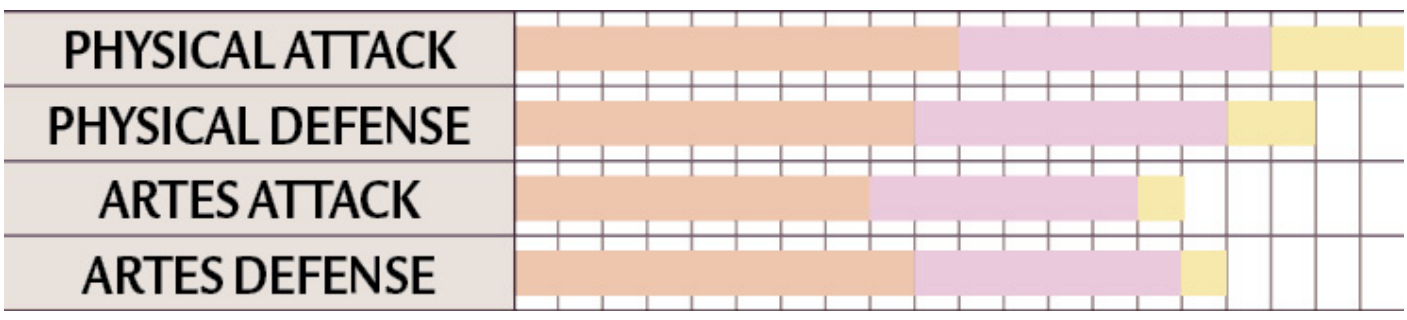
Overview: A Focused Power Hitter

Alvin boasts the most HP and highest Strength of any character, and his Physical Attack score is second to none. His Dexterity is also quite high, giving him impressive odds of scoring critical hits. On the other hand, his low Artes Defense score may present problems, so it's best to equip him with hats instead of helmets.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	450	3243	6039	9999	S
TP	90	155	222	355	D
Strength	62	552	1052	2052	S
Vitality	52	468	893	1743	A
Intelligence	32	350	675	1325	D
Psyche	39	382	732	1432	C
Agility	42	385	735	1435	C
Dexterity	49	490	940	1840	A

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Swords	ARMOR	Armor
HEADGEAR	Helmets		
	Hats		

Partner Skill: Breaker

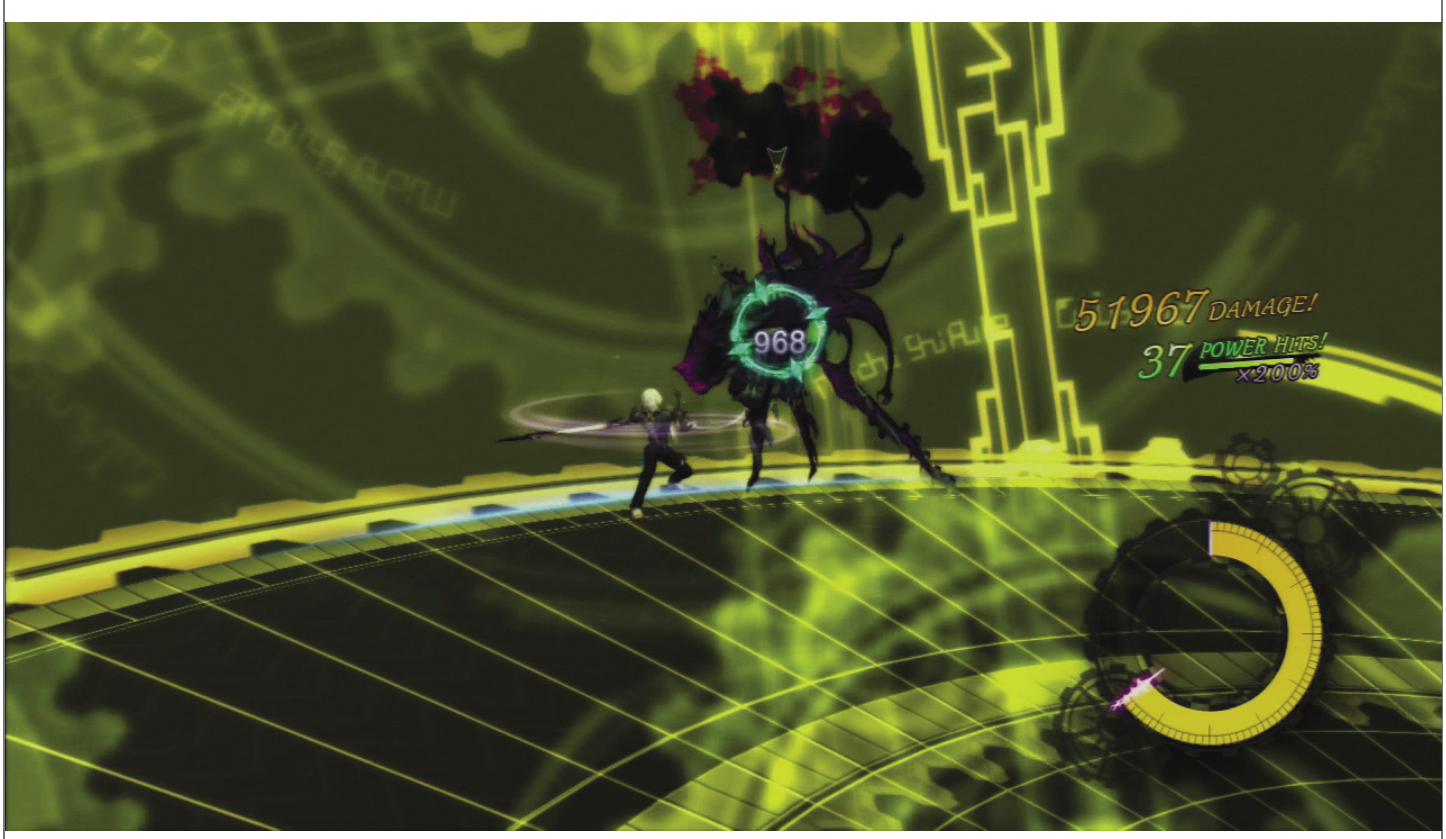
When an enemy guards the player's attack, if Alvin is his or her partner, Alvin will strike at the foe with a red aura-infused attack that breaks the foe's guard. Better still, this attack will always leave its target stunned. By partnering with Alvin, players can force through an attack against a guarded foe, and continue their onslaught thanks to the stun effect. Note that the attack Alvin uses to break the guard varies based on his distance from the foe; he uses a sword slash at close range and a gunshot from a distance.

Breaker Properties

When an enemy guards his partner's attack, if Alvin is not incapacitated, he will break the guard and temporarily stun the foe.

To break the guard, Alvin will sweep with his sword at close range, and fire his gun at long range. Both attacks have a power of 50.

When the Support Shift skill is active, instead of stunning his foe, Alvin will temporarily lower its Physical and Artes Defense by 30%.



Activating the Support Shift skill can provide opportunities to dish out large amounts of damage.

Alvin Vint Svent

Character Abilities

An Attacker Who Offers High Power at Long Range

Wielding both a gun and a sword, Alvin is able to fight at both close and long range. He particularly excels at long range, where gun artes fueled by his high Physical Attack score are able to deal heavy damage. On the other hand, his movement speed and quick-steps are on the slow side, and many of his attacks are sluggish. To avoid being surrounded, pay careful attention to enemy placements and position yourself accordingly.

Key Attributes

- Deals considerable damage with each attack.
- Artes and regular attacks typically have long ranges and wide areas of effect.
- Skills allow for more frequent critical hits and easier guard breaks.

You don't need to perform combos to deal heavy damage with Alvin's powerful attacks.

Charge Your Artes to Boost Their Output

Hold down [redacted] immediately after executing any of Alvin's artes, and he'll bring his sword and gun together to begin charging. If he completes the charge, the next arte he executes will be enhanced. Note that even if you release [redacted] after beginning the charging motion, the process will continue until the first charge is complete.

Charge-Related Skills	
Skill	**Effect When Active**
Charge Plus	Alvin's charge limit increases by 1.
Charge Plus 2	Alvin's charge limit increases by 1.
Charge Plus 3	Alvin's charge limit increases by 1.
Charge Breaker	Alvin's artes can break guards when charged.
Charge Breaker 2	Alvin's artes are better at breaking Iron Stances when he has four charges.
Speed Charge	Hastens Alvin's charging speed.
Mind Charge	Charging restores 1% of Alvin's max TP.
Mind Charge 2	Triples effect of Mind Charge.
Charge Armor	Alvin cannot be staggered during and up to 5 seconds after charging.

Charging leaves Alvin vulnerable, so it's best performed after using a long-range arte from afar.

Steps of a Charge

Before you can perform a charge, you must perform one of Alvin's artes. As soon as the arte is executed, press and hold [redacted]
.

Hold Down [redacted] to Charge

Alvin brings gun and sword to together for roughly 0.6 seconds to complete the charge. Your skills affect the time required to charge and the number of charges you can hold.

Alvin's Next Arte is Enhanced

The next arte you perform will be enhanced by your charge. After the arte is executed, Alvin's charge will be lost.

Normal Attacks

Some of Alvin's Attacks Change When Charged

Certain regular attacks of Alvin's have different variations when he's charged. For example, the second stage of normal attacks entered while pressing [redacted], [redacted], or [redacted] is usually a long-range gunshot. But Alvin can't use his gun when charged, so he uses sword attacks that can reverse or knock down foes instead. When using normal attacks, it's important to factor in whether or not Alvin is charged.

When he isn't charged, Alvin can continuously fire his gun for as long as he has AC to spare.

Alvin Vint Svent

Artes

How Charging Affects Alvin's Artes

Outside of Charged Blow and his Terminus Pride mystic arte, charging has an effect on all of Alvin's artes. Generally, the upgrade involves a power boost or additional hits, but some artes, like Fierce Demon Fang, have significantly changed effects. Another arte, Punishing Shot, even has a different usage-count bonus when charged. But whatever the change, charging generally leads to a strictly superior version of the arte. Learning exactly how charging affects each arte is one of the keys to playing Alvin well.

Physical Arte	Guardian Field										
TP Cost	12	**Casting Time**	—	**Learned From**	Start						

Power	240	**# of Hits**	4	**Phys. to Magic Ratio**	10:0	**Iron Stance**	32	**Guard Break**	32	**HP Recovery**	16
Properties	HP Recovery 5%×3	**Count**	[200] Activate speed up, [400] Effect increased (+3%)							**Gauge**	8

Charge	Guardian Grove										
TP Cost	12	**Casting Time**	—	**Learned From**	Start						

Power	240	**# of Hits**	4	**Phys. to Magic Ratio**	10:0	**Iron Stance**	32	**Guard Break**	32	**HP Recovery**	16
Properties	HP Recovery 5%×3	**Count**	[200] Speed Up, [400] HPRecovery 3%							**Gauge**	8

Physical Arte	Demon Fang										
TP Cost	4	**Casting Time**	—	**Learned From**	Start						

Power	180	**# of Hits**	2	**Phys. to Magic Ratio**	7:3	**Iron Stance**	16	**Guard Break**	16	**HP Recovery**	8
Properties	—	**Count**	[100/200] Speed Up, [400] Penetration & Lift up enemy							**Gauge**	10

Charge **Fierce Demon Fang**

TP Cost	4	Casting Time	—	Learned From	Start

Power	225	# of Hits	1	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Knockdown/No Damage Reduction vs. Knockdown			Count	[200/400] Range extended					Gauge	10

Physical Arte **Sonic Thrust**

TP Cost	6	Casting Time	—	Learned From	Wind 100

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	—			Count	[100] Aerial trigger available					Gauge	10

Charge **Sonic Barrage**

TP Cost	6	Casting Time	—	Learned From	Wind 100

Power	300	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Knockdown			Count	[100] Can Use in Mid-air					Gauge	15

Physical Arte **Variable Trigger**

TP Cost	6	Casting Time	—	Learned From	Fire 100

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Pierces Foes			Count	[200] Speed Up					Gauge	10

Charge **Variable Blast**

TP Cost	6	Casting Time	—	Learned From	Fire 100

Power	400	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Pierces Foes			Count	[200] Speed Up					Gauge	10

Physical Arte Demon Whip

TP Cost	6	Casting Time	—	Learned From	Dark 230

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Stun (30%)			Count	[100] Stun period extended					Gauge	5

Charge Demon Wave

TP Cost	6	Casting Time	—	Learned From	Dark 230

Power	300	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	—			Count	[100] Guard break capability up, [200] Iron Stance break capability up					Gauge	5

Physical Arte Homing Shot

TP Cost	6	Casting Time	—	Learned From	Dark 500

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	—			Count	[100] Speed Up, [200/400] Range extended					Gauge	10

Charge Homing Cannon

TP Cost	6	Casting Time	—	Learned From	Dark 500

Power	330	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	—			Count	[100] Speed Up, [200/400] Range Up					Gauge	30

Physical Arte Tiger Blade

TP Cost	8	Casting Time	—	Learned From	Start

Power	300	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	—			Count	[200] Speed Up					Gauge	10

Charge **Tiger Rage**

TP Cost	8	Casting Time	—	Learned From	Start

Power	450	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**Iron Stance**	24	**Guard Break**	24	**HP Recovery**	12
Properties	—			**Count**	[200] Movement Speed Up					**Gauge**	15

Physical Arte **Punishing Shot**

TP Cost	8	Casting Time	—	Learned From	Wind 230

Power	400	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**Iron Stance**	24	**Guard Break**	24	**HP Recovery**	12
Properties	Juggle			**Count**	[200] Additional hits					**Gauge**	10

Charge **Punishing Beam**

TP Cost	8	Casting Time	—	Learned From	Wind 230

Power	680	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**Iron Stance**	24	**Guard Break**	24	**HP Recovery**	12
Properties	Knockdown			**Count**	[200] Lift up enemy					**Gauge**	11

Physical Arte **Terra Rupture**

TP Cost	8	Casting Time	—	Learned From	Earth 100

Power	300	**# of Hits**	2	**Phys. to Magic Ratio**	8:2	**Iron Stance**	16	**Guard Break**	16	**HP Recovery**	8
Properties	—			**Count**	[100] Speed Up, [200] Draw in enemy					**Gauge**	10

Charge **Terra Fissure**

TP Cost	8	Casting Time	—	Learned From	Earth 100

Power	450	**# of Hits**	3	**Phys. to Magic Ratio**	8:2	**Iron Stance**	24	**Guard Break**	24	**HP Recovery**	12
Properties	Knockdown			**Count**	[100] Speed Up, [200] Pull-in					**Gauge**	15

Physical Arte **Charged Blow**

TP Cost	16	Casting Time	—	Learned From	Water 730

Power	400	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Charge			Count	—					Gauge	5

Physical Arte **Squall Shot**

TP Cost	12	Casting Time	—	Learned From	Earth-Water 1210

Power	400	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	—			Count	[200/400] Additional hits					Gauge	8

Charge **Storm Shot**

TP Cost	12	Casting Time	—	Learned From	Earth-Water 1210

Power	400	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	—			Count	[200/400] +1 Hit					Gauge	8

Physical Arte **Tornado Drive**

TP Cost	14	Casting Time	—	Learned From	Light 230

Power	480	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Juggle			Count	—					Gauge	10

Charge **Cyclone Drive**

TP Cost	14	Casting Time	—	Learned From	Light 230

Power	720	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Juggle/Enemy Rotation			Count	—					Gauge	15

Physical Arte **Arc Fire**

TP Cost	16	Casting Time	—	Learned From	Fire-Light 1210

Power	1200	**# of Hits**	4	**Phys. to Magic Ratio**	10:0	**Iron Stance**	32	**Guard Break**	32	**HP Recovery**	16
Properties	Juggle			**Count**	[200] Lift up enemy, [400] Range extended					**Gauge**	16

Charge **Arc Blaze**

TP Cost	16	Casting Time	—	Learned From	Fire-Light 1210

Power	1200	**# of Hits**	4	**Phys. to Magic Ratio**	10:0	**Iron Stance**	32	**Guard Break**	32	**HP Recovery**	16
Properties	Juggle			**Count**	[200] Prop Up, [400] Increased Area of Effect					**Gauge**	16

Physical Arte **Pulse Shot**

TP Cost	21	Casting Time	—	Learned From	Water-Dark 2810

Power	750	**# of Hits**	5	**Phys. to Magic Ratio**	10:0	**Iron Stance**	40	**Guard Break**	40	**HP Recovery**	20
Properties	Juggle			**Count**	[100] Speed Up, [200] Lift up enemy					**Gauge**	10

Charge **Sweeping Shot**

TP Cost	21	Casting Time	—	Learned From	Water-Dark 2810

Power	1125	**# of Hits**	5	**Phys. to Magic Ratio**	10:0	**Iron Stance**	40	**Guard Break**	40	**HP Recovery**	20
Properties	Juggle			**Count**	[100] Speed Up, [200] Prop Up					**Gauge**	10

Physical Arte **Moonlight Cleft**

TP Cost	24	Casting Time	—	Learned From	Water 2470

Power	800	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	16	**Guard Break**	16	**HP Recovery**	8
Properties	—			**Count**	[200] Range extended					**Gauge**	10

Charge **Twin Moonlight Cleft**

TP Cost	24	Casting Time	—	Learned From	Water 2470

Power	1280	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	—			Count	[200] Increased Area of Effect					Gauge	20

Physical Arte **Trap Shot**

TP Cost	24	Casting Time	—	Learned From	Earth 3590

Power	700	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Stun (25%)			Count	[100] Stun probability up (+5%), [200] Stagger period extended					Gauge	5

Charge **Trap Storm**

TP Cost	24	Casting Time	—	Learned From	Earth 3590

Power	700	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Stun (25%)			Count	[100] Stun Rate (5% [200] Stagger Time increase					Gauge	5

Physical Arte **Demon Inferno**

TP Cost	26	Casting Time	—	Learned From	Fire 500

Power	1120	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Juggle/Knockdown			Count	[100] Guard break capability up, [200] Guard break					Gauge	12

Charge **Abyssal Inferno**

TP Cost	26	Casting Time	—	Learned From	Fire 500

Power	1920	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Juggle/Knockdown			Count	[100] Guard Break (32), [200] Guard Break (184)					Gauge	12

Physical Arte **Dragon Swarm**

TP Cost	28	Casting Time	—	Learned From	Wind 2160

Power	1000	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	40	HP Recovery	20
Properties	—			Count	[200] Speed Up					Gauge	10

Charge **Dragon Salvo**

TP Cost	28	Casting Time	—	Learned From	Wind 2160

Power	1200	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	48	HP Recovery	24
Properties	Juggle			Count	[200] Speed Up					Gauge	12

Physical Arte **Dark Radiance**

TP Cost	36	Casting Time	—	Learned From	Wind-Fire 4040

Power	1080	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Knockdown			Count	[100] Aerial trigger available					Gauge	10

Charge **Devil Flare**

TP Cost	36	Casting Time	—	Learned From	Wind-Fire 4040

Power	1980	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Knockdown			Count	[100] Aerial trigger available					Gauge	10

Physical Arte **Cross Cleave**

TP Cost	36	Casting Time	—	Learned From	Dark-Wind 2810

Power	1000	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	—			Count	[200] Additional hit (+1), [400] Additional hit (+2)					Gauge	10

Charge **Muzzle Roar**

TP Cost	36	Casting Time	—	Learned From	Dark-Wind 2810

Power	1500	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	48	HP Recovery	24
Properties	—			Count	[200/400] +1 Hit Power (250)					Gauge	15

Physical Arte **Boilermaker**

TP Cost	42	Casting Time	—	Learned From	Fire 6250

Power	1100	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	40	HP Recovery	20
Properties	Juggle			Count	[100/200] Speed Up					Gauge	10

Charge **Smash Inferno**

TP Cost	42	Casting Time	—	Learned From	Fire 6250

Power	1870	# of Hits	8	Phys. to Magic Ratio	9:1	Iron Stance	64	Guard Break	64	HP Recovery	52
Properties	Knockdown/Juggle			Count	[100/200] Speed Up					Gauge	11

Mystery **Hell Fryer**

TP Cost	52	Casting Time	—	Learned From	Fire-Light 6920

Power	1000	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	16	HP Recovery	9999
Properties	Knockdown/Fire Immunity			Count	[200] Guard break capability up					Gauge	10

Charge **Spiral Wave**

TP Cost	52	Casting Time	—	Learned From	Fire-Light 6920

Power	1400	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	60	Guard Break	24	HP Recovery	9999
Properties	Knockdown/Fire Immunity			Count	[200] Ailment probability up					Gauge	15

Mystery **Legacy**

TP Cost	57	Casting Time	—	Learned From	Light-Earth 7640

Power	800	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	64	HP Recovery	48
Properties	Unstaggerable			Count	[100/200] Speed Up					Gauge	16

Charge **Hairtrigger**

TP Cost	57	Casting Time	—	Learned From	Light-Earth 7640

Power	968	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	64	HP Recovery	48
Properties	Instant-KO (30%)			Count	[100/200] Speed Up, [100/200/400] Battle Odds (5%)					Gauge	16

Mystic Arte **Terminus Pride**

TP Cost	0	Casting Time	—	Learned From	Skill (Special)

Power	8400	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Alvin Vint Svent
Tactics

Charge Safely as You Strike from Afar

You'll need to find safe opportunities to charge if you hope to make it a major part of your offense. As a general rule, there are only two ways to charge safely. One is to put some distance between Alvin and his foes and charge after using a long-range arte. The other is to charge after using artes that knock foes down. Outside of these situations, it's rarely a good idea to risk a charge.

Don't forget to charge again after executing a charged long-range attack arte.

Charging—Main Charging Opportunities

Charge After Long-Range Artes

Use an arte like Demon Fang at a safe distance from your foes, and then perform a charge. Charging is your main goal, so don't worry too much about whether or not you hit with the arte.

Charging—Charge After a Knockdown Arte

After knocking your foe down with an arte like Fierce Demon Fang, immediately begin to charge. You'll have more than enough time to complete the charge before the enemy gets back up.

Special—Boost Physical Attack to Dish Out Big Damage

In order to play to Alvin's natural strengths, you'll want to activate all of the skills that boost his Physical Attack stat. Complement this strategy with skills like Critical and Sustained Critical that increase his odds of scoring critical hits. The Critical Damage skill is the cherry on top, allowing Alvin to do potentially massive amounts of damage with each attack.

Weapons like Stormbringer that increases the odds of scoring critical hits make this strategy even more effective.

Physical Attack and Critical Hit-Related Skills	
Skill	**Effect When Active**
Strength	Boosts Strength by 5%.
Strength 2	Boosts Strength by 10%.
Strength 3	Boosts Strength by 15%.
Blunt Force	Increases odds of stunning with physical attacks by 5%.
Critical	Increases odds of scoring critical hits by 3%.
Sustained Critical	30% chance of scoring critical hits during Over Limit.
Critical Damage	Increases critical hit damage to 150%.
Gentleman's Creed	For each female character on the battlefield, Strength, Vitality, Intelligence, Psyche, Agility, and Dexterity are boosted by 5%.
Disorienting Strike	Increases enemy stagger time by 25% when using normal attacks.
Attack Conversion	Reduces Artes Attack by 25% and boosts Physical Attack by 25%.

Alvin Vint Svent

Recommended Combos

Knock Your Foe Down So Alvin Can Charge Up

Step 1: ↓ + X, Step 2: Fierce Demon Fang, Step 3: Charge, Step 4: ↑ + X

This combo requires a charge to perform, but replenishes the charge before it ends. Start by performing two-hit ↓ + X attacks and, when you run low on AC, knock your foe down with a Fierce Demon Fang. After executing that, make sure to hold down ● to replenish your charge. Once charged, prop the enemy back up with a ↑ + X attack and repeat the combo for additional damage.

Use Gun Artes to Close the Weapon-Separation Gap

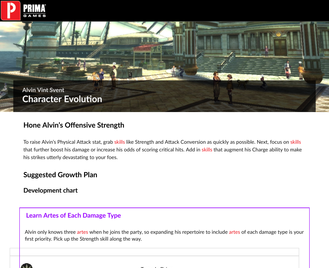
Step 1: Charge, Step 2: ↓ + X, Step 3: Any Charged Arte, Step 4: Arc Fire, Step 5: Back-Step

After using a charged arte in a combo, if Alvin has expended his final charge, he'll be left dangerously open to attack as he separates his weapons. To avoid this, immediately use the Arc Fire arte after completing a combo that involved a charged arte. That will close the usual window of vulnerability, and if you add in a back-step, the enemy will have little hope of retaliation.

Use Charged Blow to Recharge Mid-Combo

Step 1: Charged Blow, Step 2: Fierce Demon Fang, Step 3: ↑ + X, Step 4: Charged Blow, Step 5: Dragon Salvo

This combo is centered around the Charged Blow arte, which allows Alvin to charge as part of a combo. Start by attacking with Charged Blow to put Alvin into a charged state, then unleash a charged Fierce Demon Fang to knock your foe down. Immediately force the target back up with a ↑ + X attack, then perform another Charged Blow before finishing the combo with a devastating Dragon Salvo. If you have any AC left, use Arc Fire to safely separate your weapons.



Character Evolution

Hone Alvin's Offensive Strength

To raise Alvin's Physical Attack stat, grab skills like Strength and Attack Conversion as quickly as possible. Next, focus on skills that further boost his damage or increase his odds of scoring critical hits. Add in skills that augment his Charge ability to make his strikes utterly devastating to your foes.

Suggested Growth Plan

Development chart

Learn Artes of Each Damage Type

Alvin only knows three artes when he joins the party, so expanding his repertoire to include artes of each damage type is your first priority. Pick up the Strength skill along the way.

	Tornado Drive
	Sonic Thrust
	Demon Whip
	Variable Trigger
	Punishing Shot
	Terra Rupture

Focus on Charging-Related Skills

At first, Alvin is only able to hold a single charge, so increasing his capacity with the Charge Plus skill should be your next priority. Afterwards, pick up other skills that strengthen his Charge ability.

	Blunt Force
	Critical
	Charge Breaker
	Charge Plus
	Mind Charge
	Disorienting Strike

Improve Alvin's Combat Performance

Like learning Charge Plus 2 to further increase Alvin's charging capacity, continue to prioritize skills that increase his critical hit rate. Make sure you don't miss Attack Conversion, which will dramatically increase his Physical Attack.

	Critical Damage
	Sustained Critical
	Attack Conversion
	Charge Plus 2

Learn Speed Charge as Soon as Possible

Your top priority at this point is the Speed Charge skill, which reduces the amount of time required to charge. While you're at it, pick up the final handful of Charge skills to achieve Alvin's ultimate battlefield potential.

	Charge Plus 3
	Speed Charge
	Charge Breaker 2
	Charge Armor

Allium Orbs - Skills and Artes

Points	Light	Light -Earth	Earth	Earth -Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Terra Rupture	—
160	—	Guardian Field Lv.1	—	—
230	Tornado Drive	—	—	—
310	Tiger Blade Lv.1	Level Restore	—	—
400	Life Up	—	Terra Rupture Lv.1	—
500	—	—	—	—
610	Stamina	Life Reversal	—	—
730	Over Extension 2	—	Terra Rupture Lv.2	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	—	—
1210	—	Guardian Field Lv.2	—	Squall Shot
1410	Tornado Drive Lv.1	—	Disorienting Strike	—
1630	Over Extension	—	—	All Guard
1880	Over Extension 3	—	Terra Rupture Lv.3	—
2160	Stamina 2	Guardian Field Lv.3	—	Charge Breaker
2470	—	—	Flash Guard	—
2810	Tiger Blade Lv.2	—	—	Squall Shot Lv.1
3180	—	—	Terra Rupture Lv.4	—
3590	HP Surge	—	Trap Shot	—
4040	Tornado Drive Lv.2	Guardian Field Lv.4	—	Squall Shot Lv.2
4530	—	—	TP Restoration Guard	—
5060	Tiger Blade Lv.3	—	—	Charge Breaker 2
5630	Tornado Drive Lv.3	Support Shift	—	Speed Charge
6250	Heal Share Plus	—	Trap Shot Lv.1	—
6920	—	—	Perfect Guard	—
7640	Tiger Blade Lv.4	Legacy	—	Squall Shot Lv.3
8410	—	—	Trap Shot Lv.2	—
9230	HP Surge 2	—	—	—
10110	—	Legacy Lv.1	—	Squall Shot Lv.4
11050	—	—	Trap Shot Lv.3	—
12050	—	Legacy Lv.2	—	—
13110	Tornado Drive Lv.4	—	Trap Shot Lv.4	—
14230	—	Legacy Lv.3	—	—
15420	—	—	—	—
16680	—	Legacy Lv.4	—	—

Points	Water	Water -Dark	Dark	Dark -Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Demon Fang Lv.1	—	TP Gain	—
160	—	—	—	Charge Plus
230	Hidden Target	—	Demon Whip	—
310	Demon Fang Lv.2	Mind Charge	—	—
400	—	—	Mind Up	Critical
500	TP Combo Support	—	Homing Shot	—
610	—	—	Spirit	—
730	Charged Blow	—	Demon Whip Lv.1	—
870	Vitality 2	—	Psyche 2	—
1030	Demon Fang Lv.3	—	TP Gain 2	—
1210	—	Natural Recovery	—	—
1410	Demon Fang Lv.4	—	Homing Shot Lv.1	Charge Plus 2
1630	—	—	Demon Whip Lv.2	—
1880	—	Mind Charge 2	—	Extended Window
2160	Charged Blow Lv.1	—	Spirit 2	—
2470	Moonlight Cleft	—	Combo Siphon	—
2810	—	Pulse Shot	—	Cross Cleave
3180	Moonlight Cleft Lv.1	—	Homing Shot Lv.2	—
3590	Hidden Target 2	—	TP Surge	—
4040	—	Pulse Shot Lv.1	—	—
4530	Moonlight Cleft Lv.2	—	Demon Whip Lv.3	Charge Plus 3
5060	Defense Conversion	—	Homing Shot Lv.3	—
5630	—	Survive	—	Cross Cleave Lv.1
6250	Charged Blow Lv.2	—	Demon Whip Lv.4	—
6920	Moonlight Cleft Lv.3	—	Mind Share Plus	—
7640	—	Pulse Shot Lv.2	—	Cross Cleave Lv.2
8410	Moonlight Cleft Lv.4	—	—	—
9230	Damage Control	—	TP Surge 2	—
10110	Charged Blow Lv.3	Pulse Shot Lv.3	—	Cross Cleave Lv.3
11050	—	—	Homing Shot Lv.4	—
12050	Charged Blow Lv.4	—	—	Cross Cleave Lv.4
13110	—	Pulse Shot Lv.4	—	—
14230	—	—	—	—
15420	—	—	—	—
16680	—	—	—	—

Points	Wind	Wind -Fire	Fire	Fire -Light
15	—	—	—	—
50	Agility	—	Strength	—
100	Sonic Thrust	—	Variable Trigger	—
160	—	—	—	—
230	Punishing Shot	—	Fury Stoke	—
310	Jump Cancel	Momentary Gain	—	Blunt Force
400	—	—	Variable Trigger Lv.1	—
500	Sonic Thrust Lv.1	—	Demon Inferno	—
610	—	—	—	—
730	Punishing Shot Lv.1	—	Mirage Step	—
870	Agility 2	—	Strength 2	—
1030	Sonic Thrust Lv.2	—	Variable Trigger Lv.2	—
1210	Safety Net	—	—	Arc Fire
1410	—	Medicinal Meditation	—	—
1630	Sonic Thrust Lv.3	—	—	Critical Damage
1880	—	—	Fire Guard	—
2160	Dragon Swarm	—	—	Arc Fire Lv.1
2470	—	Sustained Critical	Demon Inferno Lv.1	—
2810	—	—	Attack Conversion	—
3180	Punishing Shot Lv.2	Momentary Gain 2	—	Arc Fire Lv.2
3590	—	—	Fury Stoke 2	—
4040	—	Dark Radiance	Variable Trigger Lv.3	—
4530	Dragon Swarm Lv.1	—	—	Linked Action
5060	Sonic Thrust Lv.4	—	Demon Inferno Lv.2	—
5630	—	Dark Radiance Lv.1	—	Arc Fire Lv.3
6250	Punishing Shot Lv.3	—	Boilermaker	—
6920	Dragon Swarm Lv.2	—	Strength 3	Hell Fryer
7640	—	Dark Radiance Lv.2	Demon Inferno Lv.3	—
8410	Punishing Shot Lv.4	—	Boilermaker Lv.1	Arc Fire Lv.4
9230	Alternate Dash	—	Variable Trigger Lv.4	—
10110	—	Dark Radiance Lv.3	Demon Inferno Lv.4	Hell Fryer Lv.1
11050	Dragon Swarm Lv.3	Charge Armor	Boilermaker Lv.2	—
12050	—	—	—	Hell Fryer Lv.2
13110	Dragon Swarm Lv.4	—	Boilermaker Lv.3	—
14230	—	Dark Radiance Lv.4	—	Hell Fryer Lv.3
15420	—	—	Boilermaker Lv.4	—
16680	—	—	—	Hell Fryer Lv.4

Milla Maxwell

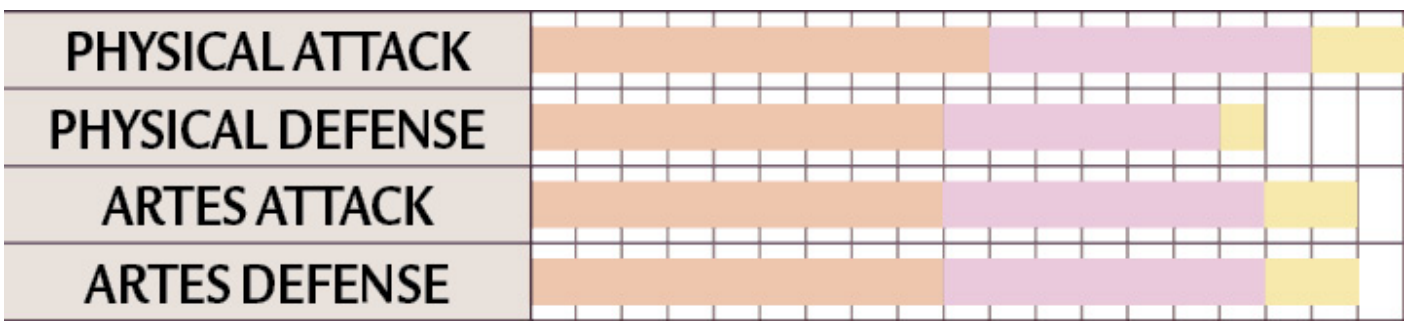
Overview: Intelligent and Well-Balanced

Milla enjoys high Intelligence, above average scores in every other stat, and no significant weaknesses. Since she has no stand-out attributes, players can arrange her armor and accessories to suit their preferences, such as using circlets for headgear when they want to raise her Physical Defense.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	400	2507	4657	8957	B
TP	110	208	308	508	B
Strength	45	486	936	1836	A
Vitality	39	382	732	1432	C
Intelligence	53	494	944	1844	A
Psyche	49	392	742	1442	C
Agility	45	461	886	1736	B
Dexterity	45	412	787	1537	C

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Swords	ARMOR	Coats
HEADGEAR	Circlets		
	Ribbons		

Partner Skill: Bind

Temporarily Restrain Your Foe

When Milla is your partner, her Bind support ability has a chance of triggering whenever you attack your flanked foe. When it triggers, the foe will be temporarily immobilized, providing an opportunity for you to deal heavy damage with consecutive attacks. Milla will always Bind a foe if it's stunned, so switching your partner to Milla once you've stunned a foe can be an effective strategy, as it will keep the target immobilized for even longer.

Bind Properties

- When her partner is attacking a foe that the partner is flanking with Milla, there is a 2% chance Bind will trigger, immobilizing the foe for 2 seconds.
- If the enemy is Speed-type, the odds of Bind triggering increase to 20%.
- Stunned foes will always be bound, and are immobilized for 4 seconds.
- While performing Bind, Milla can take no action outside of participating in Linked Artes. If she's attacked during the process, the Bind will fail.
- When the Support Shift skill is active, Bind lasts half as long, but an ailment corresponding to the foe's weakness is applied.
- Milla can Bind bosses, although the odds of success are low.

When using Support Shift, the guaranteed ailment is a useful bonus.

Milla Maxwell

Character Abilities

As Skilled a Fighter in Air as on Land

Milla's attacks are generally quick and, if you select the right artes for the situation, she can be an effective combatant at any range. Another of her strengths are the skills that augment her mobility in mid-air. For example, the skill Aerial Dash allows her to perform mid-air front-steps. She's a perfectly potent fighter on solid ground, but those who master her aerial techniques will be able to draw out even more of her potential.

Key Attributes

- Diverse assortment of artes make her effective at any range.
- Can learn numerous skills that allow her to perform various actions in mid-air.
- Can use special versions of regular attacks while linked with certain characters.

Executing combos in mid-air keeps you safer from interference from other foes.

Special Ability—Spirit-Shift

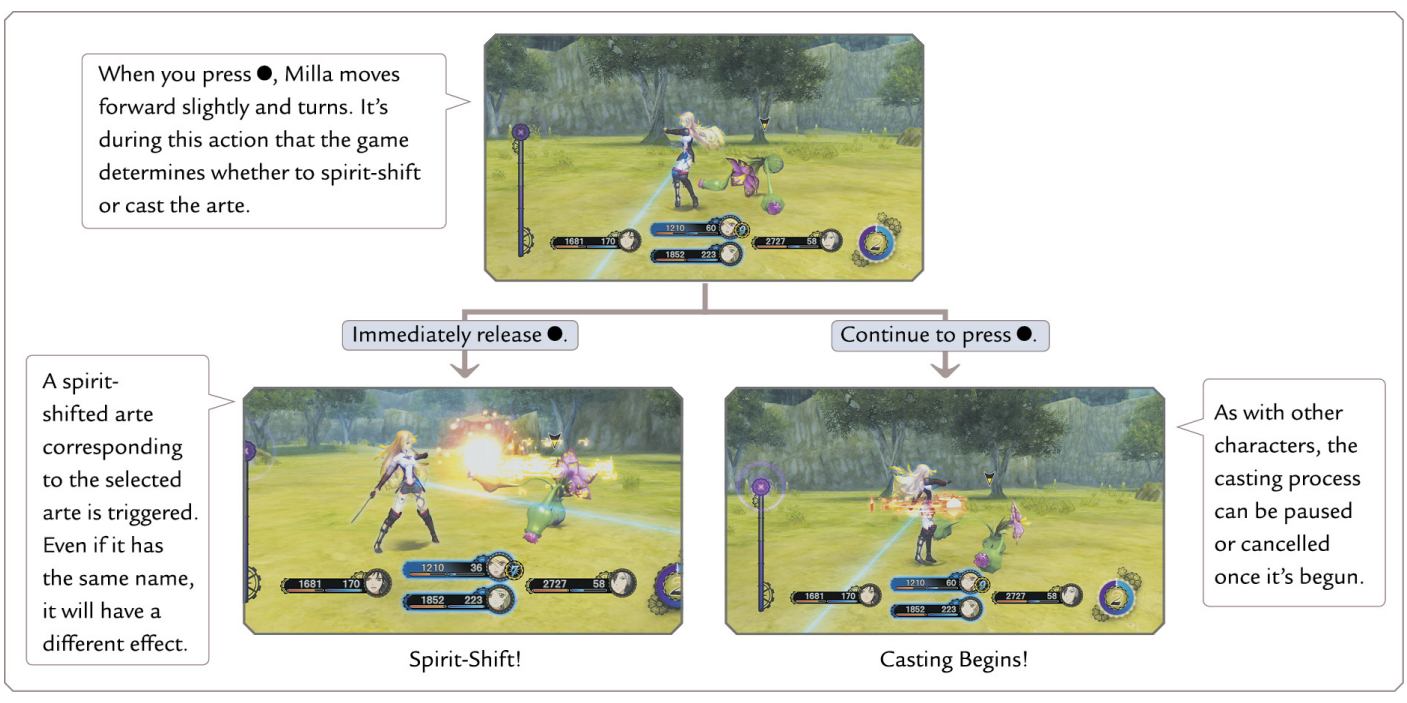
Artes Change Based on Length of ● Press

If you tap ● quickly when triggering one of Milla's spirit artes, it becomes a spirit-shifted arte that requires no casting time. Each arte has its own spirit-shifted version, although the amount of TP consumed won't change and it will be tallied in the usage count of the original arte. (The spirit-shifts of intermediate and advanced versions of some artes may have the same name, but the advanced version is more powerful.) The option to spirit-shift an arte instead of casting it opens up a variety of new combat strategies. To learn which artes correspond to which spirit-shifted artes, check the artes descriptions in the menu screen.

Spirit-Shift-Related Skills

Skill	Effect when Active
Aerial Spell	Milla is able to cast artes in mid-air, but it isn't possible to spirit-shift them.
Free Shift	When Milla chains a cast arte into a spirit-shifted arte, the spirit-shifted arte consumes no TP.
Stable Shift	When Milla chains a spirit-shifted arte into a cast arte, she won't get staggered if attacked while casting it.
Conservative Shift	TP costs of spirit-shifted artes are reduced by 50%. (However, you still must have enough TP to cover the full cost.)

Steps to Casting or Spirit-Shifting an Arte



Normal Attacks

Strike with Quick Movements

Many of Milla's regular attacks can be performed quickly, and the first stage of her ↓ + ✕ attack is particularly easy to use. In addition to hitting twice, it hits in every direction, making it a great combo starter when battling at melee range. Note that if you have the skill Magic Stance active, Milla's normal attacks change—this one increases in range, allowing it to be used as an opening strike even at mid-range.

When trying to perform a mid-air combo, the second stage of Milla's ↑ + ✕ attack is a great opening strike.

Milla Maxwell

Artes

A Wide Variety from Attacks to Healing Spells

Most of Milla's artes can be cast from either the ground or from mid-air. Which you choose could affect the power of the arte and how many times it hits, as well as the ease of landing a hit. For example, Sigil Spear hits directly to the sides when cast from the ground, but hits diagonally down when cast from the air. It's important to learn how to take advantage of these differences.

Most of Milla's artes have some sort of elemental damage type, so you can gain a significant advantage if you're diligent about setting and resetting her artes so that she only uses artes that exploit enemy weaknesses.

Physical Arte Undine

TP Cost	20	Casting Time	—	Learned From	Start

Power	200	# of Hits	1	Phys. to Magic Ratio	5:5	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	HP Recovery 20	Count	[100] Range extended, [200/400] Effect increased +2.5%, [1000] Ailment recover	Gauge	10						

Physical Arte Shimmer Spin

TP Cost	6	Casting Time	—	Learned From	Start

Power	200	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Juggle	Count	[100/400] Range extended	Gauge	10						

Physical Arte Sigil Spear

TP Cost	7	Casting Time	—	Learned From	Light 160

Power	213	# of Hits	5	Phys. to Magic Ratio	6:4	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	Juggle (Mid-air)	Count	[100] Speed up, [400] Additional hits (+2)	Gauge	8						

Physical Arte Condemnation

TP Cost	8	Casting Time	—	Learned From	Fire 310

Power	300	# of Hits	4	Phys. to Magic Ratio	6:4	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	—	Count	[100] Guard break capability up, [200] Speed up	Gauge	13						

Physical Arte Mystic Wheel

TP Cost	8	Casting Time	—	Learned From	Water 160

Power	300	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	—	Count	[100] Spin enemy, [200] Iron Stance just after triggered arte	Gauge	10						

Physical Arte Death Knell

TP Cost	12	Casting Time	—	Learned From	Dark 1630

Power	400	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown	Count	[200] Speed up, [400] Range extended	Gauge	15						

Physical Arte Blade Torrent

TP Cost	14	Casting Time	—	Learned From	Fire-Light 1410

Power	500	# of Hits	5	Phys. to Magic Ratio	6:4	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	Knockdown	Count	[100] Speed up, [200] Range extended	Gauge	10						

Physical Arte Z-Slasher

TP Cost	16	Casting Time	—	Learned From	Earth-Water 1410

Power	600	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	Pass-Through	Count	[100] Invincible while translucent, [200] Speed up	Gauge	15						

Physical Arte Binding Sphere

TP Cost	19	Casting Time	—	Learned From	Dark 2810

Power	408	# of Hits	4	Phys. to Magic Ratio	6:4	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	Pull-in/Knockdown	Count	[100] Draw in enemy, [200] Additional hits (+2)	Gauge	10						

Physical Arte Whirling Assault

TP Cost	21	Casting Time	—	Learned From	Water 1210

Power	750	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—	Count	[200] Speed up	Gauge	10						

Physical Arte Gnome

TP Cost	48	Casting Time	—	Learned From	Start

Power	1200	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	60	HP Recovery	18
Properties	Reverse Enemy/Prop Up	Count	[100] Iron Stance break capability up, [200] Power up/Ailment probability up	Gauge	11						

Physical Arte Efreet

TP Cost	51	Casting Time	—	Learned From	Start

Power	1000	# of Hits	8	Phys. to Magic Ratio	8:2	Iron Stance	22	Guard Break	32	HP Recovery	32
Properties	Juggle/Prop Up	Count	[100] Guard break capability up, [200] Cancel step available after flare attack	Gauge	10						

Physical Arte Sylph

TP Cost	51	Casting Time	—	Learned From	Start

Power	1000	# of Hits	6	Phys. to Magic Ratio	7:3	Iron Stance	24	Guard Break	6	HP Recovery	18
Properties	Rotate Enemy	Count	[100] Lift up enemy, [200] Additional hit (+4)	Gauge	6						

Physical Arte Undine II

TP Cost	49	Casting Time	—	Learned From	Arte Tome

Power	1320	# of Hits	11	Phys. to Magic Ratio	5:5	Iron Stance	44	Guard Break	11	HP Recovery	33
Properties	Juggle/Prop Up	Count	[100] Additonal HP recover effect (HP +5%), [200] Ailment probability up	Gauge	11						

Physical Arte Sylph II

TP Cost	54	Casting Time	—	Learned From	Arte Tome

Power	1418	# of Hits	6	Phys. to Magic Ratio	3:7	Iron Stance	24	Guard Break	24	HP Recovery	24
Properties	Juggle/Prop Up	Count	[400] Additional hit (+1), [1000] Additional hit (+1)	Gauge	6						

Physical Arte Gnome II

TP Cost	72	Casting Time	—	Learned From	Arte Tome

Power	1800	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	100	HP Recovery	10
Properties	Knockdown/Reverse Enemy	Count	[100] Aerial trigger available	Gauge	5						

Physical Arte Efreet II

TP Cost	60	Casting Time	—	Learned From	Arte Tome

Power	1210	# of Hits	8	Phys. to Magic Ratio	8:2	Iron Stance	32	Guard Break	32	HP Recovery	48
Properties	Prop Up/Juggle/Knockdown	Count	[200] Ailment probability up	Gauge	14						

Physical Arte Elemental Shot

TP Cost	45	Casting Time	—	Learned From	Milla Joins

Power	1212	# of Hits	5	Phys. to Magic Ratio	5:5	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—	Count	[200/400] Ailment probability up	Gauge	10						

Mystery Cloud Pierce

TP Cost	42	Casting Time	—	Learned From	Dark-Wind 3590

Power	750	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	20	HP Recovery	50
Properties	Juggle/Critical Rate for 1 Hit (+30%)	Count	[100] Iron Stance while rising into air, [200] Toss enemy in mid-air	Gauge	10						

Mystery Overdrive

TP Cost	42	Casting Time	—	Learned From	Earth-Water 5060

Power	750	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	32	HP Recovery	80
Properties	Knockdown/Unstaggerable	Count	[100] Iron Stance break pt up	Gauge	16						

Mid Arte Fireball

TP Cost	8	Casting Time	1 Sec.	Learned From	Start

Power	300	# of Hits	1	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—	Count	—	Gauge	10						

Magic Arte Flare Bomb (Basic)

TP Cost	8	Casting Time	—	Learned From	Start

Power	300	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown	Count	[200] Movement Speed Up	Gauge	10						

Mid Arte Rock Trine

TP Cost	8	Casting Time	1 Sec.	Learned From	Earth 500

Power	306	# of Hits	3	Phys. to Magic Ratio	0:10	Iron Stance	21	Guard Break	—	HP Recovery	21
Properties	—	Count	—	Gauge	11						

Magic Arte Grave

TP Cost	8	Casting Time	—	Learned From	Earth 500

Power	360	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	44	HP Recovery	8
Properties	Juggle/Prop Up	Count	[200] +1 Hit (Power +120), [400] +1 Hit (Power +210)	Gauge	10						

Mid Arte Wind Lance

TP Cost	8	Casting Time	1 Sec.	Learned From	Start

Power	300	# of Hits	1	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—	Count	—	Gauge	10						

Magic Arte Wind Blade (Basic)

TP Cost	8	Casting Time	—	Learned From	Start

Power	360	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Juggle	Count	[400] Prop Up	Gauge	10						

Mid Arte Splash

TP Cost	11	Casting Time	1 Sec.	Learned From	Water-Dark 610

Power	740	# of Hits	6	Phys. to Magic Ratio	0:10	Iron Stance	30	Guard Break	—	HP Recovery	30
Properties	—	Count	—	Gauge	12						

Magic Arte Aqua Protection

TP Cost	11	Casting Time	—	Learned From	Water-Dark 610

Power	1200	# of Hits	6	Phys. to Magic Ratio	0:10	Iron Stance	30	Guard Break	—	HP Recovery	30
Properties	—	Count	—	Gauge	24						

Mid Arte Bolt Strike

TP Cost	11	Casting Time	2 Sec.	Learned From	Wind-Fire 1210

Power	1200	# of Hits	6	Phys. to Magic Ratio	0:10	Iron Stance	30	Guard Break	—	HP Recovery	30
Properties	—	Count	—	Gauge	24						

Magic Arte Lightning (Intermediate)

TP Cost	11	Casting Time	—	Learned From	Wind-Fire 1210

Power	360	# of Hits	2	Phys. to Magic Ratio	4:6	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	—	Count	[200] +1 Hit (Power +240), [400] +1 Hit (Power +160)	Gauge	6						

Mid Arte Arrivederci

TP Cost	12	Casting Time	2 Sec.	Learned From	Wind 500

Power	450	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Juggle/Knockdown	Count	—	Gauge	10						

Magic Arte Wind Blade (Intermediate)

TP Cost	12	Casting Time	—	Learned From	Wind 500

Power	585	# of Hits	4	Phys. to Magic Ratio	7:3	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	Juggle	Count	[400] Prop Up	Gauge	12						

Mid Arte Flame Ring

TP Cost	13	Casting Time	1 Sec.	Learned From	Fire 710

Power	630	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	35	Guard Break	—	HP Recovery	35
Properties	—	Count	—	Gauge	14						

Magic Arte Flare Bomb (Intermediate)

TP Cost	13	Casting Time	—	Learned From	Fire 710

Power	600	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown	Count	[200] Movement Speed Up	Gauge	10						

Advance Arte Divine Streak

TP Cost	24	Casting Time	3 Sec.	Learned From	Light 1210

Power	900	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—	Count	—	Gauge	10						

Magic Arte Radiant Rondo (Intermediate)

TP Cost	24	Casting Time	—	Learned From	Light 1210

Power	900	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Pass-Through	Count	[200] Ailment Points +8, [400] Ailment Points +16	Gauge	10						

Advance Arte Thunder Blade

TP Cost	40	Casting Time	2.5 Sec.	Learned From	Wind-Fire 1880

Power	1920	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	21	Guard Break	—	HP Recovery	42
Properties	—	Count	—	Gauge	20						

Magic Arte Lightning (Advanced)

TP Cost	40	Casting Time	—	Learned From	Wind-Fire 1880

Power	1040	# of Hits	4	Phys. to Magic Ratio	6:4	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	—	Count	[200] +1 Hit (Power +640)	Gauge	10						

Advance Arte Sunburst

TP Cost	50	Casting Time	3 Sec.	Learned From	Fire-Light 3180

Power	1500	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	40	Guard Break	—	HP Recovery	40
Properties	—	Count	—	Gauge	10						

Magic Arte Flare Bomb (Advanced)

TP Cost	50	Casting Time	—	Learned From	Fire-Light 3180

Power	1050	# of Hits	8	Phys. to Magic Ratio	6:4	Iron Stance	32	Guard Break	32	HP Recovery	32
Properties	Knockdown	Count	[200] Movement Speed Up	Gauge	8						

Advance Arte Cyclone

TP Cost	50	Casting Time	3 Sec.	Learned From	Dark-Wind 2810

Power	1500	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Juggle/Knockdown	Count	—	Gauge	10						

Magic Arte Wind Blade (Advanced)

TP Cost	50	Casting Time	—	Learned From	Dark-Wind 2810

Power	1125	# of Hits	5	Phys. to Magic Ratio	7:3	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	Juggle/Knockdown	Count	[400] Prop Up	Gauge	16						

Advance Arte Shining Prism

TP Cost	55	Casting Time	3 Sec.	Learned From	Light 2470

Power	1632	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	40
Properties	Juggle/Knockdown	Count	—	Gauge	16						

Magic Arte Radiant Rondo (Advanced)

TP Cost	55	Casting Time	—	Learned From	Light 2470

Power	800	# of Hits	4	Phys. to Magic Ratio	7:3	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	Pass-Through/Juggle	Count	[200] Ailment Points +8, [400] Ailment Points +16	Gauge	10						

Magic Arte Luminous Chamber

TP Cost	60	Casting Time	—	Learned From	Light-Earth 3590

Power	1200	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	40
Properties	Juggle/Knockdown	Count	—	Gauge	19						

Magic Arte Forcefield

TP Cost	60	Casting Time	—	Learned From	Light-Earth 3590

Power	1200	# of Hits	5	Phys. to Magic Ratio	6:4	Iron Stance	40	Guard Break	20	HP Recovery	50
Properties	Knockdown/No Damage Reduction vs. Knockdown (Only on 5th Hit)	Count	[200] Invincble up to 4 Hits	Gauge	10						

Mystic Arte Elemental Mastery

TP Cost	0	Casting Time	—	Learned From	Skill Special

Power	9180	# of Hits	15	Phys. to Magic Ratio	7:3	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown	Count	—	Gauge	0						

Milla Maxwell
Tactics

Match Your Artes to Your Chosen Combat Range

With Milla's wide variety of artes, spirit artes, and spirit-shifts, she can fight effectively at any position in the battlefield, from the front lines to the back row. Let your current party roster determine what role Milla should take. For example, if Jude is in the party, she should support him with long-range magical artes from the rear. But if Milla is fighting alongside Elize and Rowen, she should engage the enemy at close range, using her sword-focused artes to keep them at bay.

Preferred Artes Based on Range

Martial Artes/Some Spirit-Shifts

At close range, focus on comboing together Milla's quickly triggered sword artes and short-range spirit-shifted artes like Flare Bomb.

Spirit-Shifted Artes

When fighting from a range of about two quick-steps away from the enemy, use spirit-shifted artes like Wind Blade and Lightning that have a long range and can be quickly executed.

Spirit Artes

Milla's spell-like spirit artes are effective at long ranges. Use them against foes who are dangerous to approach at close range or who seek to turn their own artes against you.

Milla Maxwell

Use Aerial Skills to Strike from the Heavens

Certain skills will allow Milla to significantly increase the amount of actions she can take in mid-air, and by activating all of the following skills, you can make mid-air combat into her primary focus. Milla's artes can generally be executed more quickly in mid-air, and the Aerial Force skill can boost their damage as well. Aerial combat can be tricky until you get the hang of it, but it's one of the foundations of Milla's strength as a character, so it's well worth learning.

Aerial Combat Basics

Use Mid-Air Quick-Steps for Positioning

If there's an enemy below you after you finish a mid-air combo, use front- and back-steps to find a safer spot to return to earth.

Casting Mid-Air Artes with Aerial Spell

With the Aerial Jump skill active, you can reach twice the height of a normal jump. Casting artes from that position is a powerful strategy, as few enemies are capable of interfering.

Mid-Air Combat Skills

Skill	Effect When Active
Jump Cancel	You can cancel out of attacks by jumping.
Aerial Force	You deal 10% additional damage against mid-air foes.
Aerial Bind	When you attack a mid-air foe, your target is staggered for 25% longer.
Aerial Guard	You can guard in mid-air.
Aerial Jump	You can jump while in mid-air.
Aerial Jump 2	After performing an Aerial Jump, you can jump one additional time.
Aerial Backstep	You can perform back-steps in mid-air.
Aerial Dash	You can perform front-steps in mid-air.
Aerial Spell	You can cast spirit artes in mid-air (but you can't spirit-shift them).
Quick Drop	Press while in mid-air to land instantly.
Safe Landing	Reduces recovery time when landing from a jump by 50%.
Aerial Armor	You won't get staggered when attacked in mid-air.

Skills Reward Chaining Artes and Spirit-Shifts Together

By activating certain skills, you can gain special effects by chaining artes and spirit-shifts together. The Free Shift skill reduces TP costs, while the Stable Shift skill prevents enemies from staggering you while casting spells. Using these skills will allow you to make more effective use of advanced artes with high TP costs and long casting times.

Example Arte/Spirit-Shift Chains

When launching an attack from long range, try chaining a magical arte with a long casting time into a spirit-shifted arte. When launching a close-range combo, chain quick spirit-shifted artes into magical artes.

Use the Jude Sync Skill to Reach Foes in a Flash

Milla's agility is merely average, which makes it difficult for her to reach and eliminate foes who cast powerful artes from a distant position. But the Jude Sync skill provides a solution: When it's active and Milla is linked with Jude, Milla will be able to use the same Snap Pivot ability as Jude. Doing so will allow her to evade enemy attacks while instantly closing the distance between herself and the foe.

Using Snap Pivot to Evade and Counter

Time a back-step for when your foe is launching an attack, and you'll evade its strike while instantly circling behind it. Then seize the opening to launch a combo for heavy damage.

Milla Maxwell

Recommended Combos

Knock Your Foe Down and Ready Your Next Attack

Step 1: ↓ + X, Step 2: ↓ + X, Step 3: ↓ + X, Step 4: Flare Bomb, Step 5: Back-Step

This simple combo is invaluable early in the game. Use Milla's basic ↓ + X normal attack combo from its two-hit first stage to its third stage, then use Flare Bomb to knock your target down. One nice thing about this combo is that since the regular attacks hit four times, you'll recover around 2% of your max TP. After completing the combo, back-step away and attack another foe, or wait for your original target to get up so you can repeat the combo again.

Freeze Your Foe with Binding Sphere as You Strike

Step 1: ↓ + X, Step 2: ↓ + X, Step 3: X, Step 4: X, Step 5: Binding Sphere

This combo uses Binding Sphere to immobilize your foe while you recover AC. Begin by chaining together normal attacks or artes with quick recovery times, and finish your combo with Binding Sphere. By the time Binding Sphere scores its fourth hit, your AC should be fully recovered, allowing you to immediately attack and begin the combo anew.

Strike with a Mid-Air Combo of High-Speed Artes

Step 1: Radiant Rondo (Intermediate), Step 2: Shimmer Spin, Step 3: Radiant Rondo (Intermediate), Step 4: Condemnation

From a position about one quick-step away from your target, use Radiant Rondo to slip behind your opponent and begin attacking from mid-air. After passing through your target, use a Shimmer Spin to pull your opponent up into the air, and chain it into a second Radiant Rondo and a Condemnation. The magical symbol left by Condemnation will detonate a short time after the combo's end, knocking the foe down and setting it up for follow-up attacks.

A High-Speed Combo That Minimizes Enemy Interference

Step 1: Wind Blade (Intermediate), Step 2: Grave, Step 3: Whirling Assault, Step 4: Death Knell

The casting of Wind Blade ends with Milla in mid-air, which this combo exploits to good effect. While you're still up there, immediately cast Grave to attack as you fall back to earth. Chain that into the multi-hit Whirling Assault and Death Knell, which will knock your target down. The drastic movements involved in this combo are its greatest strength, as they make it difficult for your enemies to interfere.

A Combo That Makes Use of Milla's Variant Linked Attacks

Step 1: ↓ + X x2, Step 2: ↓ + X, Step 3: X, Step 4: X x2

Link with Jude and execute Milla's ↓ + X attack twice. Chain the second hit into a special ↓ + X attack that Milla can use with Jude. The first stage of the X attacks that follow should knock your target high into the air. Follow the target up there and continue the combo with artes like Sigil Spear and Blade Torrent if you still have AC to spare.

Seek Elemental Artes and Aerial Skills

In the early part of the game, your top priority should be learning artes with as many different damage types as possible, so Milla will be effective against any enemy she encounters. After that, prioritize learning skills related to mid-air combat, so Milla can begin using mid-air combos. To strengthen those combos, also seek out Strength- and Intelligence-boosting skills that will improve her Physical and Artes Attack.

Suggested Growth Plan

Learn Attack Artes with Elemental Properties

Begin by learning lower-level artes like Splash and intermediate-level artes like Flame Ring to build a repertoire of attacks with different damage types. Milla joins the party with 500 points in every type, so this shouldn't take long.

	Flame Ring
	Bolt Strike
	Aerial Backstep
	Splash

Prioritizing Learning Aerial Skills

In order to make the most of artes that end with Milla in mid-air, focus on learning Aerial-type skills. Beyond that, learn powerful artes that will further expand your repertoire of elemental damage types.

	Blade Torrent
	Bolt Strike
	Aerial Dash
	Aerial Guard

Strengthen Milla with Powerful and Arcane Artes

Once you've assembled a wide array of artes and skills, start aiming for any remaining advanced-level artes and arcane artes. The advanced-level artes are particularly important, as they allow you to use powerful spirit shifts. It's a good idea to learn them all.

	Divine Streak
	Cloud Pierce
	Quick Drop
	Sunburst
	Cyclone
	Luminous Chamber

Learn the Aerial Spell Skill

Once you learn Aerial Spell, you'll be able to cast spells in mid-air to avoid enemy interference. This is a great way to compensate for the long casting times of advanced-level artes.

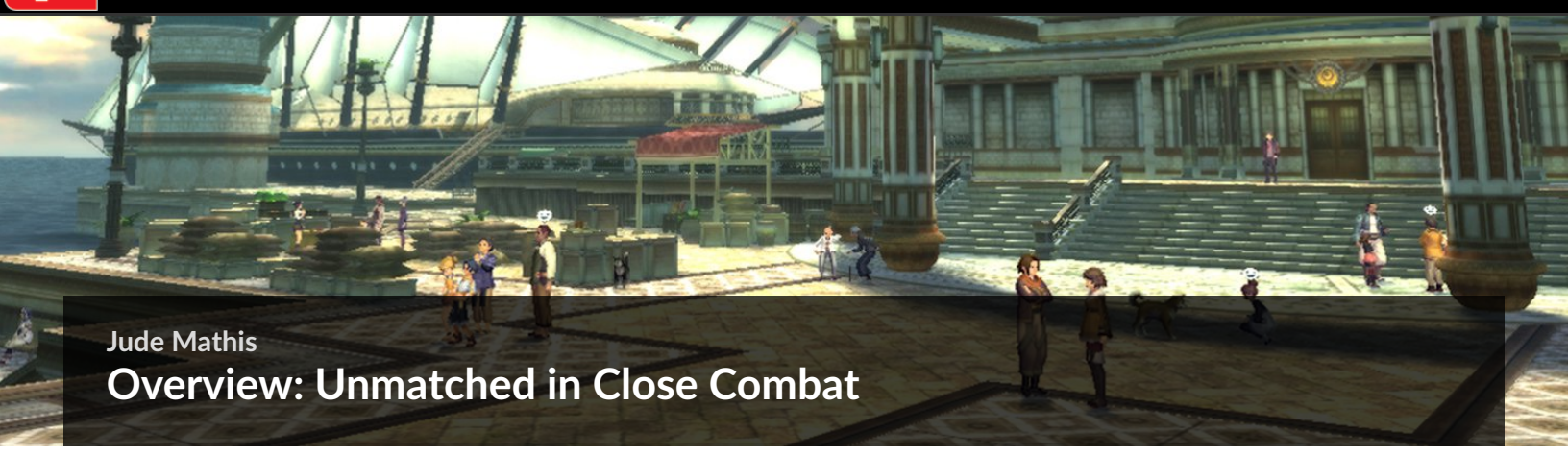
	Aerial Spell
	Aerial Armor

Allium Orbs - Skills and Artes

Points	Light	Light-Earth	Earth	Earth-Water
15	--	--	--	--
50	Intelligence	--	Dexterity	--
100	HP Gain	--	--	--
160	Sigil Spear	--	Safe Landing	--
230	--	Level Restore	--	--
310	--	--	--	--
400	Life Up	--	--	--
500	Sigil Spear Lv.1	--	Rock Trine	--
610	Stamina	--	--	Jump Cancel
730	Over Extension 2	Shimmer Spin Lv.1	--	--
870	Intelligence 2	--	Dexterity 2	--
1030	HP Gain 2	--	--	Mirage Step
1210	Divine Streak	--	Rock Trine Lv.1	--
1410	Over Extension	Shimmer Spin Lv.2	--	Z-Slasher
1630	Over Extension 3	--	--	Temporary Stability
1880	Stamina 2	--	Rock Trine Lv.2	--
2160	Light Guard	Shimmer Spin Lv.3	--	Z-Slasher Lv.1
2470	Shining Prism	Quick Drop	Flash Guard	--
2810	Sigil Spear Lv.2	--	--	--
3180	--	--	Linked Action	--
3590	HP Surge	Luminous Chamber	--	Conservative Shift
4040	Divine Streak Lv.1	--	Rock Trine Lv.3	--
4530	--	--	HP Restoration Guard	--
5060	Sigil Spear Lv.3	Luminous Chamber Lv.1	--	Overdrive
5630	Shining Prism Lv.1	--	Rock Trine Lv.4	--
6250	Sigil Spear Lv.4	--	--	Z-Slasher Lv.2
6920	--	--	Perfect Guard	--
7640	Divine Streak Lv.2	Shimmer Spin Lv.4	--	Overdrive Lv.1
8410	HP Surge 2	--	--	Z-Slasher Lv.3
9230	Divine Streak Lv.3	--	Tetra Spell	--
10110	Shining Prism Lv.2	Luminous Chamber Lv.2	--	Overdrive Lv.2
11050	Divine Streak Lv.4	--	--	--
12050	Shining Prism Lv.3	Luminous Chamber Lv.3	--	--
13110	--	--	--	Z-Slasher Lv.4
14230	Shining Prism Lv.4	--	--	Overdrive Lv.3
15420	--	Luminous Chamber Lv.4	--	--
16680	--	--	--	Overdrive Lv.4

Points	Water	Water-Dark	Dark	Dark-Wind
15	--	--	Solid Guard	--
50	Vitality	--	Psyche	--
100	--	--	TP Gain	--
160	Mystic Wheel	--	--	--
230	Hidden Target	--	--	--
310	--	Stable Shift	--	Aerial Force
400	--	--	TP Combo Support	--
500	Temptation	--	Mind Up	--
610	--	Splash	--	--
730	Mystic Wheel Lv.1	--	Spirit	--
870	Vitality 2	--	Mind Reversal	--
1030	--	Energy Barrier	Psyche 2	--
1210	Whirling Assault	--	TP Gain 2	--
1410	--	Splash Lv.1	--	Aerial Guard
1630	--	--	Death Knell	--
1880	Magic Stance	--	Spirit 2	--
2160	--	--	--	--
2470	Whirling Assault Lv.1	--	Combo Siphon	--
2810	--	--	Binding Sphere	Cyclone
3180	Mobile Casting	--	TP Surge	--
3590	Hidden Target 2	Splash Lv.2	--	Cloud Pierce
4040	Mystic Wheel Lv.2	--	Death Knell Lv.1	--
4530	Support Shift	Energy Armor	--	Cyclone Lv.1
5060	--	--	Binding Sphere Lv.1	--
5630	--	Splash Lv.3	Death Knell Lv.2	Cloud Pierce Lv.1
6250	Mystic Wheel Lv.3	--	Damage Control	--
6920	Mind Share Plus	--	Psyche 3	Cyclone Lv.2
7640	--	Splash Lv.4	Death Knell Lv.3	--
8410	--	--	TP Surge 2	Cloud Pierce Lv.2
9230	Whirling Assault Lv.2	Alternate Dash	--	--
10110	--	--	Binding Sphere Lv.2	Cyclone Lv.3
11050	Mystic Wheel Lv.4	--	Death Knell Lv.4	--
12050	Whirling Assault Lv.3	--	--	Cloud Pierce Lv.3
13110	--	--	Binding Sphere Lv.3	--
14230	Whirling Assault Lv.4	--	--	Cyclone Lv.4
15420	--	--	Binding Sphere Lv.4	--
16680	--	--	--	Cloud Pierce Lv.4

Points	Wind	Wind-Fire	Fire	Fire-Light
15	--	--	--	--
50	Agility	--	Strength	--
100	--	--	Fireball Lv.1	--
160	Wind Lance Lv.1	--	--	Free Shift
230	--	--	Fury Stoke	--
310	--	Momentary Gain	Condemnation	--
400	--	Aerial Bind	--	--
500	Arrivederci	--	Fireball Lv.2	--
610	Wind Lance Lv.2	--	--	--
730	--	Aerial Backstep	Flame Ring	--
870	Agility 2	--	Strength 2	--
1030	Arrivederci Lv.1	--	--	--
1210	--	Bolt Strike	Condemnation Lv.1	--
1410	--	--	--	Blade Torrent
1630	Wind Lance Lv.3	--	Casting Window	--
1880	--	Thunder Blade	Fireball Lv.3	--
2160	All Guard	--	--	Blade Torrent Lv.1
2470	Arrivederci Lv.2	--	Flame Ring Lv.1	--
2810	Heal Share Plus	Bolt Strike Lv.1	Aerial Dash	--
3180	Wind Lance Lv.4	Momentary Gain 2	--	Sunburst
3590	--	--	Fury Stoke 2	--
4040	--	Thunder Blade Lv.1	Fireball Lv.4	--
4530	Arrivederci Lv.3	--	--	Blade Torrent Lv.2
5060	--	Bolt Strike Lv.2	Aerial Jump	--
5630	Aerial Spell	--	Condemnation Lv.2	--
6250	Arrivederci Lv.4	Thunder Blade Lv.2	--	Sunburst Lv.1
6920	--	--	Condemnation Lv.3	--
7640	Chain Spell	Bolt Strike Lv.3	Flame Ring Lv.2	Blade Torrent Lv.3
8410	--	--	Condemnation Lv.4	--
9230	--	Thunder Blade Lv.3	Aerial Jump 2	Sunburst Lv.2
10110	--	--	Flame Ring Lv.3	--
11050	Aerial Armor	Bolt Strike Lv.4	--	Blade Torrent Lv.4
12050	--	--	Flame Ring Lv.4	--
13110	--	Thunder Blade Lv.4	--	Sunburst Lv.3
14230	--	--	--	--
15420	--	--	--	Sunburst Lv.4
16680	--	--	--	--



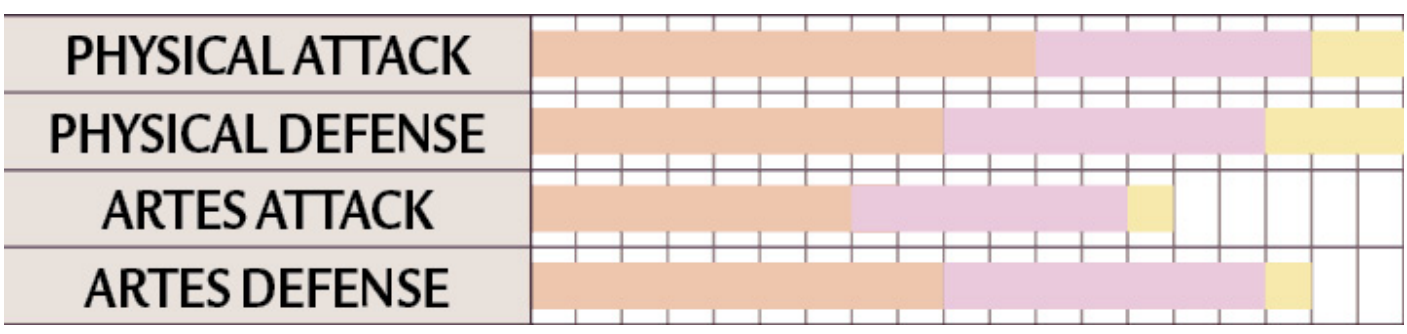
Jude Mathis

Overview: Unmatched in Close Combat

In addition to his extraordinary Agility, Jude also has solid Strength, Vitality, and Psyche scores that make him equally potent at both offense and defense. Quick movement allows him to slip into melee range and bring down foes in the blink of an eye. However, his Dexterity is quite low, so when you're aiming for critical hits, you'll want to attack from behind.

Stats					
Stat	**Lv.1**	**Lv.50**	**Lv.100**	**Lv.200**	**Rank**
HP	430	2537	4687	8987	B
TP	100	173	248	398	C
Strength	48	489	939	1839	A
Vitality	44	411	786	1536	B
Intelligence	41	408	783	1533	B
Psyche	43	435	835	1635	B
Agility	60	550	1050	2050	S
Dexterity	40	334	634	1234	D

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Gauntlets	ARMOR	Guards
HEADGEAR	Helmets		
	Hats		

Partner Skill: Restore

Props Up and Heals After a Knockdown

When you're knocked down or KO'd by an enemy attack while Jude is your support partner, Jude will rush over to heal some HP (provided he is not incapacitated himself) . This partner skill is useful in any situation, but is especially effective when facing Power-type enemies whose attacks frequently send characters flying. Keep in mind that Jude can't use Restore if you recover before you're knocked down, so if you need healing, don't attempt a recovery.

Restore Properties

- When his partner is knocked down, Jude restores around 15% of their max HP (20% against Power-type enemies) .
- When his partner is KO'd, there's a 50% chance Jude will revive them and restore 15% of their max HP.
- When the Restore Plus skill is active, odds of a successful revival increase to 70%.
- When the Support Shift skill is active, Jude restores TP instead of healing HP and reviving teammates from KO's.

Jude can't get staggered while using Restore, making it hard for enemies to interfere.

Jude Mathis

Character Abilities

Jude's Footwork Leaves Enemies in the Dust

With his high Agility and fast movement speed during combat, Jude is able to move freely around the battlefield. His quick-steps can be executed swiftly and traverse long distances that can be extended even farther with the Long Step skill. His back-steps offer a longer window of invulnerability than those of the other characters, keeping Jude invulnerable until the very end of the step. With a wide repertoire of quick artes and attacks as well, Jude's overall mobility is second to none.

Key Attributes

- Learns a variety of skills related to movement and quick-steps, allowing for high mobility on the battlefield.
- Can learn a variety of artes, from attacks to recovery spells.
- Can use special versions of regular attacks while linked with certain characters.

Jude can avoid most enemy attacks during a free run.

Special Ability—Snap Pivot

Circle Behind an Enemy while Evading its Attack

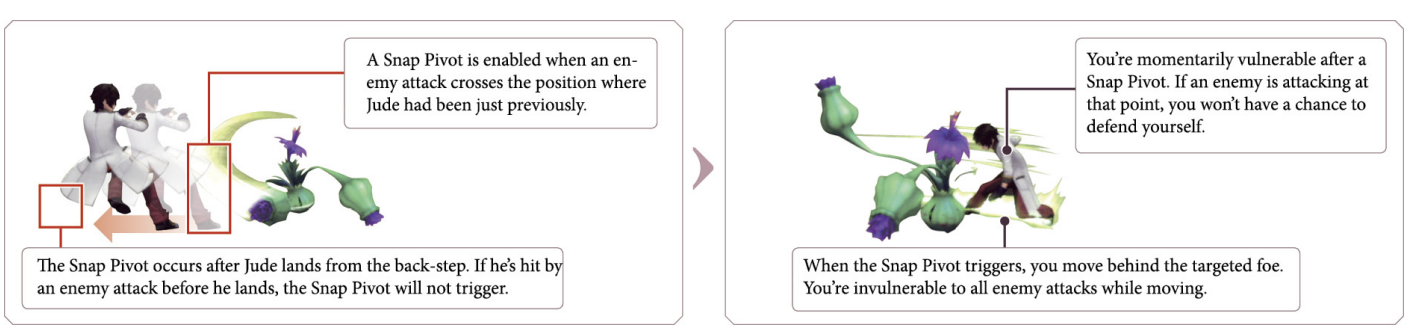
A Snap Pivot is when Jude performs a back-step right before he would be hit by an enemy attack, and quickly circles behind the attacker. In addition to evading the attack, this puts Jude in position to strike at the enemy from behind, providing an opportunity to retaliate with a significant amount of damage. Note that you can only use a Snap Pivot against the foe you currently have targeted; successfully evading any other enemy's attack will not trigger the ability. See the diagrams here for the specific details of how a Snap Pivot works.

Snap Pivot-Related Skills

Skill	Effect when Active
Snap Pivot	A successful guard 5 seconds after a back-step will allow you to step around the enemy.
Snap Pivot 2	The duration of the Snap Pivot skill increases by 3 seconds.
Snap Pivot 3	Snap Pivots can be triggered from front-steps as well.

When Snap Pivoting off a front-step, the ability triggers as soon as you input the command.

Steps of a Snap Pivot



Normal Attacks

Quick Strikes with Brief Windows of Vulnerability

Jude's regular attacks come out quickly and don't cause long windows of pre- or post-attack vulnerability, making it easy to chain multiple hits with even his strong attacks. Jude's repertoire includes many attacks with special properties like hitting twice or propping fallen foes back onto their feet, and have a wider range than they appear to, making them easy to connect with. Jude's regular attacks are so useful that he barely even needs artes to give his enemies a good fight.

The first stage of Jude's ↑ + ✕ attack props a fallen foe back up, making it an invaluable move for combo attacks.

Jude Mathis

Artes

A Wide Variety from Attacks to Healing Spells

With artes that offer everything from powerful area effects to elemental properties, Jude is able to put up a solid fight against foes of any type and in any amount. Jude's artes also include useful special properties like unblockability, prop-up effects, and temporary invulnerability. He can even act as the party doctor, restoring lost HP with Healer and curing ailments with Recovery Ring.

Additionally, Jude's artes can transform in beneficial ways if you equip certain skills. For example, the skills Second Artes and Second Artes 2 allow you to hold down the button for enhanced effects, and the Milla Sync skill allows Jude to use certain variant artes when linked with Milla.

< > = Value with the designated Second Artes Skill

Physical Arte Healer

TP Cost	10	**Casting Time**	—	**Learned From**	Start				

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**IRON STANCE**	—	**Guard Break**	—	**HP RECOVERY**	—
Properties	Heal 6-12% HP x2<Times Healed+1>			**COUNT**	[100/400] Action Speed 30% Up, [200] Increased Area of Effect			**GAUGE**	0

Physical Arte Demon Fist

TP Cost	4	**Casting Time**	—	**Learned From**	Start				

Power	180<255>	**# of Hits**	2<3>	**Phys. to Magic Ratio**	7:3	**IRON STANCE**	8<12>	**Guard Break**	8<12>	**HP RECOVERY**	8<12>
Properties	—			**COUNT**	[100/200] Projectile Speed Up, [400] Pierces Foes			**GAUGE**	10<15>		

Magic Arte Wind Blade

TP Cost	4	**Casting Time**	—	**Learned From**	Start *

Power	180<75>	**# of Hits**	1<2>	**Phys. to Magic Ratio**	6:4	**IRON STANCE**	4<8>	**Guard Break**	4<8>	**HP RECOVERY**	4<8>
Properties	<Reverse Enemy>			**COUNT**	—					**GAUGE**	8<16>

*: Set skill Milla Sync

Physical Arte Steel

TP Cost	4	**Casting Time**	—	**Learned From**	Wind -Fire 160

Power	150	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4	**Guard Break**	4	**HP RECOVERY**	4
Properties	P.ATK+ 30% /Prop Up<P.DEF+ 30% >			**COUNT**	[200] Speed Up, [400] Effect+ 10%					**GAUGE**	10

Magic Arte Aqua Protection

TP Cost	4	**Casting Time**	—	**Learned From**	Wind -Fire 160 **

Power	100<300>	**# of Hits**	1<3>	**Phys. to Magic Ratio**	6:4	**IRON STANCE**	4<12>	**Guard Break**	4<12>	**HP RECOVERY**	4<12>
Properties	—			**COUNT**	—					**GAUGE**	10<30>

**: Set skill Milla Sync

Physical Arte Recovery Ring

TP Cost	5	**Casting Time**	—	**Learned From**	Water 100

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**IRON STANCE**	—	**Guard Break**	—	**HP RECOVERY**	—
Properties	Cure Ailments			**COUNT**	[100] Speed Up, [200] Increased Area of Effect					**GAUGE**	0

Physical Arte Palm Strike

TP Cost	6	**Casting Time**	—	**Learned From**	Light 160

Power	200<500>	**# of Hits**	1<2>	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4<8>	**Guard Break**	40<80>	**HP RECOVERY**	4<8>
Properties	Stun (30%) <Stun (50%) >			**COUNT**	[100] Speed Up, [200] Stun (30%) <Stun (50%) >					**GAUGE**	10<25>

Magic Arte Flare Bomb

TP Cost	6	**Casting Time**	—	**Learned From**	Light 160 ***

Power	60<200>	**# of Hits**	1<2>	**Phys. to Magic Ratio**	6:4	**IRON STANCE**	4<8>	**Guard Break**	40<80>	**HP RECOVERY**	4<8>
Properties	<Knockdown>			**COUNT**	—					**GAUGE**	15<30>

***: Set skill Milla Sync

Physical Arte Dragon Shot

TP Cost	6	**Casting Time**	—	**Learned From**	Fire 100

Power	200	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	8	**Guard Break**	8	**HP RECOVERY**	8
Properties	Juggle/Prop Up			**COUNT**	[200] # of Hits+1 (Power+60)					**GAUGE**	10

Physical Arte Morning Glory

TP Cost	6	**Casting Time**	—	**Learned From**	Earth 160

Power	200	**# of Hits**	2	**Phys. to Magic Ratio**	9:1	**IRON STANCE**	8	**Guard Break**	8	**HP RECOVERY**	8
Properties	—			**COUNT**	[100] Unstaggerable After Use, [200] Guard Break+12, [400] Invulnerability After Use					**GAUGE**	5

Physical Arte Swallow Dance

TP Cost	8	**Casting Time**	—	**Learned From**	Wind 160

Power	300<450>	**# of Hits**	2<3>	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	8<12>	**Guard Break**	8<12>	**HP RECOVERY**	8<12>
Properties	—			**COUNT**	[200] Speed Up, [400] Prop Up					**GAUGE**	10<15>

Physical Arte Cerberus Strike

TP Cost	8	**Casting Time**	—	**Learned From**	Start

Power	300<450>	**# of Hits**	3<4>	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	12<16>	**Guard Break**	12<112>	**HP RECOVERY**	12<16>
Properties	—			**COUNT**	[200] Speed Up					**GAUGE**	10<14>

Magic Arte Grave

TP Cost	8	**Casting Time**	—	**Learned From**	Start*

Power	450<750>	# of Hits	3<4>	**Phys. to Magic Ratio**	7:3	**IRON STANCE**	12<16>	**Guard Break**	12<52>	**HP RECOVERY**	12<16>
Properties	Prop Up			**COUNT**	—					**GAUGE**	14<19>

*:Set skill Milla Sync

Physical Arte Sun Spark

TP Cost	8	**Casting Time**	—	**Learned From**	Light 1210

Power	300	**# of Hits**	1	**Phys. to Magic Ratio**	6:4	**IRON STANCE**	4	**Guard Break**	4	**HP RECOVERY**	4
Properties	—			**COUNT**	[200] Range Up/Power+60					**GAUGE**	10

Physical Arte Whirlwind Snap

TP Cost	9	**Casting Time**	—	**Learned From**	Wind 730

Power	300	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4	**Guard Break**	4	**HP RECOVERY**	4
Properties	—			**COUNT**	[200/400] Pull-in Range Up					**GAUGE**	10

Physical Arte Frost Breaker

TP Cost	8	Casting Time	—	Learned From	Earth -Water 500

Power	300	# of Hits	3	Phys. to Magic Ratio	6:4	IRON STANCE	12	Guard Break	12	HP RECOVERY	12
Properties	Prop Up			COUNT	[100] Speed Up, [200/400/1000] HP Recovery+4/Stagger Time Up, [400] HP Recovery+8, [1000] HP Recovery+16					GAUGE	10

Physical Arte Rising Sun

TP Cost	12	Casting Time	—	Learned From	Fire -Light 730

Power	400	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	8	HP RECOVERY	8
Properties	—			COUNT	[100] Unstaggerable After Use, [200] Iron Body+4, HP Recovery+6, [400] Invulnerability After Use					GAUGE	5

Physical Arte Beast

TP Cost	12	Casting Time	—	Learned From	Water -Dark 1030

Power	400	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	100	HP RECOVERY	4
Properties	Knockdown			COUNT	[200] Guard Break+100					GAUGE	15

Physical Arte Rising Falcon

TP Cost	12	Casting Time	—	Learned From	Fire 610

Power	400	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP RECOVERY	4
Properties	Pass-Through			COUNT	[200] # of Hits+1 (Power+80)					GAUGE	10

Physical Arte Aqua Sweep

TP Cost	12	Casting Time	—	Learned From	Water 730

Power	400	**# of Hits**	3	**Phys. to Magic Ratio**	8:2	**IRON STANCE**	12	**Guard Break**	12	**HP RECOVERY**	12
Properties	Knockdown/Invulnerability After Use/No Damage Reduction vs. Knockdown			**COUNT**	[200] Increased Area of Effect					**GAUGE**	8

Physical Arte Mirage Blitz

TP Cost	12	**Casting Time**	—	**Learned From**	Dark 730

Power	400	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4	**Guard Break**	4	**HP RECOVERY**	4
Properties	Pass-Through			**COUNT**	[200] Guard Break+36/Stun (30%), [400] Speed Up/Hits+1 (Power+80)					**GAUGE**	15

Physical Arte Soaring Vortex

TP Cost	16	**Casting Time**	—	**Learned From**	Dark -Wind 1210

Power	600	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4	**Guard Break**	100	**HP RECOVERY**	4
Properties	Knockdown			**COUNT**	[200] Increased Area of Effect					**GAUGE**	20

Physical Arte Cyclonic Surge

TP Cost	18	**Casting Time**	—	**Learned From**	Wind 1030

Power	400	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	8	**Guard Break**	8	**HP RECOVERY**	8
Properties	Juggle			**COUNT**	—					**GAUGE**	10

Physical Arte Raging Blast

TP Cost	24	**Casting Time**	—	**Learned From**	Fire -Light 2160

Power	900	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	8	**Guard Break**	8	**HP RECOVERY**	8
Properties	Prop Up/Knockdown			**COUNT**	[100] HP Recovery+4, [200] HP Recovery+8, [400] HP Recovery+16					**GAUGE**	15

Physical Arte Phoenix Plunge

TP Cost	24	**Casting Time**	—	**Learned From**	Wind -Fire 2160						

Power	900	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	8	**Guard Break**	8	**HP RECOVERY**	8
Properties	Knockdown/Juggle			**COUNT**	[200] Jugglle Up					**GAUGE**	10

Physical Arte Talon Storm

TP Cost	28	**Casting Time**	—	**Learned From**	Light -Earth 870						

Power	1000	**# of Hits**	5	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	20	**Guard Break**	20	**HP RECOVERY**	20
Properties	—			**COUNT**	[200] Speed Up					**GAUGE**	10

Physical Arte Blunt Fang

TP Cost	42	**Casting Time**	—	**Learned From**	Dark -Wind 4530						

Power	1500	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4	**Guard Break**	4	**HP RECOVERY**	4
Properties	Instant-KO (1 5%)			**COUNT**	[100/200/400] KO Rate+ 5%					**GAUGE**	10

Mystery Maxwell

TP Cost	36	**Casting Time**	—	**Learned From**	Maxwell Spyrite						

Power	606	**# of Hits**	5	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	20	**Guard Break**	20	**HP RECOVERY**	20
Properties	—			**COUNT**	[100] HP Recovery+16, [200] Guard Break+48, [400] Iron Body+16					**GAUGE**	10

Mystery RECUMBENT WOLf

TP Cost	42	**Casting Time**	—	**Learned From**	Light -Earth 1210						

Power	750	**# of Hits**	5	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	28	**Guard Break**	20	**HP RECOVERY**	50
Properties	Critical Hit on Heel Drop (30%)			**COUNT**	[200] Prop Up [400] Guard Break+96					**GAUGE**	10

Mystery Rampaging Dragon

TP Cost	57	**Casting Time**	—	**Learned From**	Water -Dark 4530

Power	900	**# of Hits**	6	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	48	**Guard Break**	24	**HP RECOVERY**	60
Properties	Knockdown/Stun (40%)			**COUNT**	[100] Can use in Mid-air, [200] Launch Stability, [400] Prop Up					**GAUGE**	12

Mystery Shattering Demon Fist

TP Cost	60	**Casting Time**	—	**Learned From**	Earth -Water 5060

Power	800	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	16	**Guard Break**	4	**HP RECOVERY**	10
Properties	Knockdown/Unstaggerable			**COUNT**	[200] Speed Up, [400] Increased Area of Effect					**GAUGE**	10

Mystic Arte Final Fury

TP Cost	0	**Casting Time**	—	**Learned From**	Skill (Special)

Power	10300	**# of Hits**	13	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	—	**Guard Break**	—	**HP RECOVERY**	—
Properties	Accuracy/Knockdown			**COUNT**	—					**GAUGE**	0

Mystic Arte Meteor Storm

TP Cost	0	**Casting Time**	—	**Learned From**	*

Power	8000	**# of Hits**	16	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	—	**Guard Break**	—	**HP RECOVERY**	—
Properties	Accuracy/Knockdown			**COUNT**	—					**GAUGE**	0

Special Arte Note—Utilizing Aqua Protection Wisely

Of all Jude's artes, don't overlook the Aqua Protection arte enabled by the Milla Sync skill. Perform it before you reach a foe, and the spinning water spheres will protect Jude from enemy interference. If you use the Second Artes skill, you'll be able to create three spheres per use, which can greatly increase the amount of damage from this protection that you deal in close-range combos.

Jude Mathis
Tactics

Boost Your Quick-Steps to Dominate Close Combat

Jude boasts the highest Agility of all your party members, so you'll want to put it to good use by having him fight in close combat, chaining his effective normal attacks and artes together. Quick-steps are particularly essential for close-range fighters, allowing them to slip in and out of combat to evade when necessary and attack when openings present themselves. The chart shown here lists skills Jude can learn to further strengthen his short-range combat skills by enhancing his quick-step prowess. This can lead to increased AC and even the ability to deal damage with the quick-steps themselves.

When you have the Assault Step skill active, use your quick-steps as combo starters.

Quick-Step-Related Skills

Skill	Effect when Active
Mirage Step	AC will not be consumed while quick-stepping.
Momentary Gain	While on the ground, gain +1 AC for evading an attack with a back-step (up to +3 AC) .
Momentary Gain 2	If Momentary Gain is also equipped, using it gains +3 AC.
Step Guard	Jude won't be staggered if attacked during a quick-step.
Long Step	Extends range of front- and back-steps.
Assault Step	You can perform an attack during a front-step (but only the first if using continuous quick-steps).
Adrenaline Rush	When you evade an attack with a back-step, your movement speed and quick-step speed are boosted for 8 seconds.

Crowd Tactics—Isolate and Attack Individual Threats

When fighting large groups of foes, Jude should target and attack foes who are apart from the group or attempting to cast artes from afar. Assigning the Spread Out Target Strategy to your allies will make it easier to divide and isolate your foes. Once Jude learns the extremely wide-range Whirlwind Snap arte, he'll also be able to attack into a cluster of foes and physically scatter them. Engineer one-on-one battles so Jude can focus on his target without having to worry about attacks from other foes.

Special—Deal Heavy Damage with Post-Knockdown Attacks

Since Jude can use many artes that knock foes down—like Beast and Aqua Sweep—he should be able to capitalize on the opportunity to attack fallen foes. The skills Down Burst and Down Rush allow him to deal 20% more damage against a fallen target, so make sure to give them a try.

Knockdown-Related Skills

Skill	Effect when Active
Down Burst	Your attacks deal 10% more damage against fallen foes.
Down Rush	Doubles the effect of Down Burst.

Special—Boost Jude's Quick-Steps Further with Support Warp

Muzét's handy Support Warp partner ability allows characters to use front-steps to instantaneously close the distance to a foe. The ability to reach your target without having to worry about interference from other foes is particularly invaluable to the quick-step-focused Jude. Note that when using a back-step to evade an attack, Jude's Snap Pivot will take precedence over Support Warp, so you'll be able to use this combination of abilities effectively when battling foes.

Support Warp will instantaneously take you to any target, no matter how distant. Slip in and start that combo!

Jude Mathis

Recommended Combos

A Low-TP Combo You Can Use at Any Point in the Game

Step 1: ✕ – Step 2: ↑ + ✕ – Step 3: ✕ – Step 4: Cerberus Strike – Step 5: Back-Step

Building your hit tally with two-hit regular attacks and using Cerberus Strike as a finisher is an easy combo you can perform at almost any point in the game. One of the benefits of this combo is that the normal attacks restore 3% of your max TP, so you hardly need to worry about the TP consumed by the Cerberus Strike. After completing the Cerberus Strike, use back-steps to get some distance so you can replenish your AC as you look for another chance to repeat the combo.

Knocks 'em Down and Keeps Striking for Big Damage

Step 1: Raging Blast – Step 2: ← or → + ✕ – Step 3: Dragon Shot – Step 4: Frost Breaker – Step 5: Aqua Sweep

This combo opens by using Raging Blast to rush in from a position about one quick-step away. After Raging Blast knocks the target down, move in with → or ← + ✕ follow-up attacks. Next, use Dragon Shot to prop your foe back up. The Dragon Shot will send you into the air along with your foe, so unleash a mid-air Frost Breaker to smack him down to earth. Finally, knock him back down with Aqua Sweep to buy yourself time to recover AC before you resume attacking.

After a Snap Pivot, Ensnare and Attack a Group of Foes

Step 1: Snap Pivot – Step 2: Whirlwind Snap – Step 3: Raging Blast – Step 4: Swallow Dance – Step 5: Phoenix Plunge

Executed after circling behind a foe with Snap Pivot, this combo uses the enemy-attracting properties of Whirlwind Snap to gather multiple foes and damage them all. Raging Blast and Swallow Dance lift up the assembled foes while damaging them, setting them up to be knocked down with Phoenix Plunge. Once they hit the ground, try to follow up the combo with a linked arte. When battling foes who are resistant to wind, replace the Raging Blast with a Dragon Shot.

Shatter Enemy Defenses with a Guard Break

Step 1: Soaring Vortex – Step 2: Blunt Fang – Step 3: L1 + ✕ – Step 4: Frost Breaker – Step 5: Beast

When battling a guarding foe, break the guard with Soaring Vortex and use that opening to launch a combo. After Soaring Vortex knocks the foe down, follow up with a Blunt Fang before propping the foe back up (with L1 + ✕) . Next, hit it with the powerful Frost Breaker, and finish the combo by knocking the foe down again with Beast. If you still have AC to spare, you can continue the combo by propping the foe back up and knocking him down again.

Use Variant Linked Attacks to Fill Your Linked Artes Gauge

Step 1: ↓ + ✕ x2 – Step 2: ↓ + ✕ x2 – Step 3: ✕ – Step 4: ✕ – Step 5: Talon Storm

The variant normal attacks that you can only perform while linked to certain characters fill your Linked Artes Gauge much faster than normal attacks do. So by partnering with Milla, with whom Jude has many combination attacks, it's possible to fill the Linked Artes Gauge very quickly. Finish the combo with an arte like Talon Storm that adds a lot of points to the Linked Artes Gauge. Once that fills your gauge, chain the combo into a powerful Linked Arte.

Jude Mathis

Character Evolution

Since Jude uses quick-steps so effectively, prioritize the skills that strengthen his quick-steps. It's equally important to enhance the stats that serve him well in close combat: HP, Strength, and Vitality. Finally, make it a priority to learn the skills that boost his Snap Pivot. The best artes to learn early are the ones with a wide attack range and knockdown effects.

Suggested Growth Plan

Development chart

Learn Elemental Artes and Quick-Step Skills

Prioritize skills like Long Step that enhance your quick-steps. Then aim for Whirlwind Snap and Aqua Sweep to expand your repertoire of artes.

Long Step	
Mirage Step	
Adrenaline Rush	
Momentary Gain	
Whirlwind Snap	
Aqua Sweep	

Learn the Best Snap Pivot Skills

Jude's Snap Pivot is one of the cornerstones of his combat strength. To use it even more effectively, aim for the Snap Pivot series of skills. You'll also want to pick up the Down Burst skill to deal additional damage to fallen foes.

Snap Pivot 3	
Beast	
Snap Pivot	
Down Burst	

Further Boost Your Quick-Steps

Learn skills like Momentary Gain 2 to further enhance your quick-steps. Combining them with mobility skills like Sprinter and Dash will give Jude an even greater ability to move freely throughout the battlefield.

Snap Pivot 2	
Momentary Gain 2	
Recumbent Wolf	
Sprinter	
Dash	
Step Guard	

Learn Arcane Artes to Maximize Your Power

Once you've learned all the artes and skills listed above, aim for Jude's arcane artes to maximize his attack power. The longer reach of Rampaging Dragon makes it the easier of the two to use, so prioritize learning that.

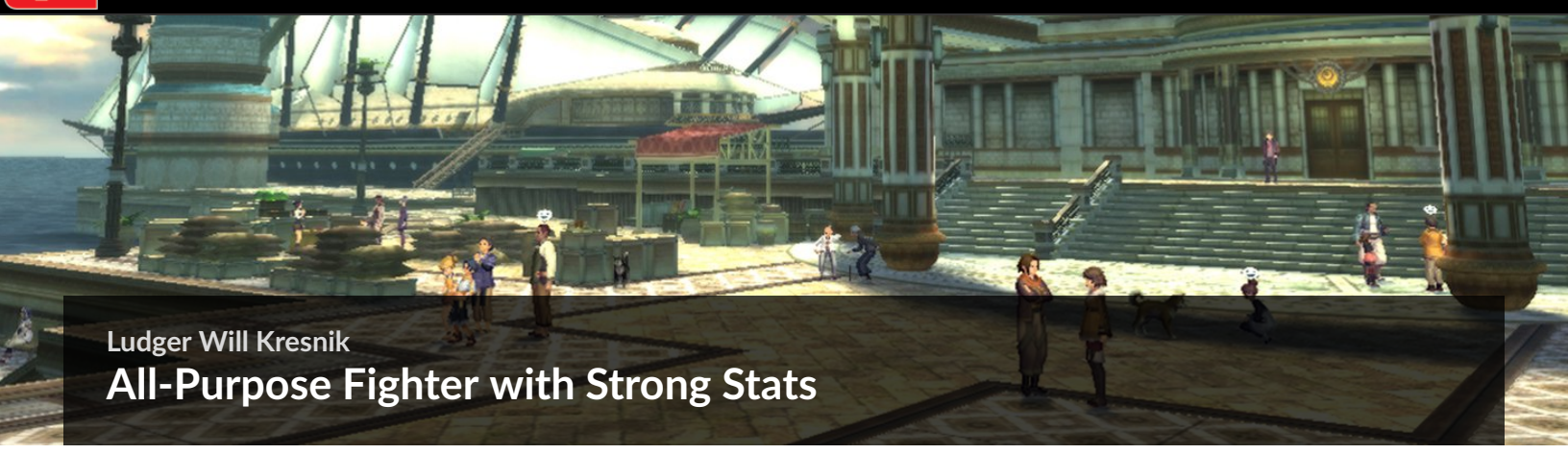
Rampaging Dragon	
Shattering Demon Fist	

Allium Orbs - Skills and Artes

Points	Light	Light -Earth	Earth	Earth -Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Cerberus Strike Lv.1	—
160	Palm Strike	—	Morning Glory	—
230	—	Level Restore	—	—
310	Palm Strike Lv.1	—	—	—
400	Life Up	—	Cerberus Strike Lv.2	—
500	—	—	—	Frost Breaker
610	Stamina	—	—	—
730	Over Extension 2	—	Morning Glory Lv.1	—
870	Intelligence 2	Talon Storm	Dexterity 2	—
1030	HP Gain 2	—	—	Frost Breaker Lv.1
1210	Sun Spark	Recumbent Wolf	—	—
1410	—	—	All Guard	—
1630	Over Extension	—	—	Down Burst
1880	Over Extension 3	Talon Storm Lv.1	Cerberus Strike Lv.3	—
2160	Stamina 2	—	—	Frost Breaker Lv.2
2470	—	—	Flash Guard	—
2810	Heal Share Plus	Recumbent Wolf Lv.1	—	Frost Breaker Lv.3
3180	Palm Strike Lv.2	—	Morning Glory Lv.2	—
3590	HP Surge	Talon Storm Lv.2	—	Frost Breaker Lv.4
4040	Sun Spark Lv.1	—	Cross Counter	—
4530	Linked Action	Step Guard	Cerberus Strike Lv.4	—
5060	—	—	—	Shattering Demon Fist
5630	Palm Strike Lv.3	—	TP Restoration Guard	—
6250	Sun Spark Lv.2	Talon Storm Lv.3	Morning Glory Lv.3	—
6920	—	—	—	Shattering Demon Fist Lv.1
7640	Palm Strike Lv.4	Recumbent Wolf Lv.2	Perfect Guard	—
8410	Sun Spark Lv.3	—	Second Artes 2	Down Rush
9230	HP Surge 2	Talon Storm Lv.4	Morning Glory Lv.4	—
10110	—	—	—	Shattering Demon Fist Lv.2
11050	Sun Spark Lv.4	Recumbent Wolf Lv.3	—	—
12050	—	—	—	—
13110	—	Recumbent Wolf Lv.4	—	Shattering Demon Fist Lv.3
14230	—	—	—	—
15420	—	—	—	—
16680	—	—	—	Shattering Demon Fist Lv.4

Points	Water	Water -Dark	Dark	Dark -Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Recovery Ring	—	TP Gain	—
160	—	Quick Recover	Demon Fist Lv.1	—
230	Hidden Target	—	TP Combo Support	—
310	Healer Lv.1	—	Demon Fist Lv.2	—
400	—	—	Mind Up	Adrenaline Rush
500	Recovery Ring Lv.1	—	—	—
610	Healer Lv.2	—	Spirit	—
730	Aqua Sweep	—	Mirage Blitz	—
870	Vitality 2	—	Psyche 2	—
1030	—	Beast	TP Gain 2	—
1210	Recovery Ring Lv.2	—	Demon Fist Lv.3	Soaring Vortex
1410	Second Artes	—	—	—
1630	—	Beast Lv.1	Combo Siphon	—
1880	Aqua Sweep Lv.1	—	Mirage Blitz Lv.1	Soaring Vortex Lv.1
2160	—	Assault Step	Spirit 2	—
2470	Healer Lv.3	—	—	Soaring Vortex Lv.2
2810	—	Beast Lv.2	Demon Fist Lv.4	—
3180	Recovery Ring Lv.3	—	—	Soaring Vortex Lv.3
3590	Hidden Target 2	—	TP Surge	—
4040	Aqua Sweep Lv.2	—	Mirage Blitz Lv.2	—
4530	—	Rampaging Dragon	—	Blunt Fang
5060	—	Beast Lv.3	—	—
5630	Healer Lv.4	—	Feign Death	Soaring Vortex Lv.4
6250	—	Rampaging Dragon Lv.1	—	—
6920	—	—	Mind Share Plus	—
7640	—	Beast Lv.4	—	Blunt Fang Lv.1
8410	Recovery Ring Lv.4	—	Mirage Blitz Lv.3	—
9230	Aqua Sweep Lv.3	—	TP Surge 2	—
10110	—	Rampaging Dragon Lv.2	Mirage Blitz Lv.4	Blunt Fang Lv.2
11050	Aqua Sweep Lv.4	—	—	—
12050	—	Rampaging Dragon Lv.3	—	Blunt Fang Lv.3
13110	—	—	—	—
14230	—	—	—	Blunt Fang Lv.4
15420	—	Rampaging Dragon Lv.4	—	—
16680	—	—	—	—

Points	Wind	Wind -Fire	Fire	Fire -Light
15	—	—	—	—
50	Agility	—	Strength	—
100	—	Long Step	Dragon Shot	—
160	Swallow Dance	Steel	—	—
230	—	—	Fury Stoke	—
310	Swallow Dance Lv.1	Momentary Gain	—	Snap Pivot 3
400	Jump Cancel	—	Dragon Shot Lv.1	—
500	—	Steel Lv.1	—	Life Reversal
610	Mirage Step	—	Rising Falcon	—
730	Whirlwind Snap	—	—	Rising Sun
870	Agility 2	—	Strength 2	—
1030	Cyclonic Surge	—	—	Snap Pivot
1210	—	—	Dragon Shot Lv.2	—
1410	Whirlwind Snap Lv.1	—	—	Rising Sun Lv.1
1630	Wind Guard	—	—	—
1880	Cyclonic Surge Lv.1	—	Rising Falcon Lv.1	—
2160	Extended Window	Phoenix Plunge	Invigorating Taunt	Raging Blast
2470	Swallow Dance Lv.2	—	Sprinter	—
2810	Dash	Steel Lv.2	—	Rising Sun Lv.2
3180	—	Momentary Gain 2	Dragon Shot Lv.3	—
3590	Whirlwind Snap Lv.2	—	Fury Stoke 2	Raging Blast Lv.1
4040	Swallow Dance Lv.3	Phoenix Plunge Lv.1	—	—
4530	Cyclonic Surge Lv.2	—	Rising Falcon Lv.2	Shining Hand
5060	—	Steel Lv.3	Support Shift	—
5630	Swallow Dance Lv.4	—	—	Rising Sun Lv.3
6250	Whirlwind Snap Lv.3	Phoenix Plunge Lv.2	Dragon Shot Lv.4	Snap Pivot 2
6920	Agility 3	—	—	Raging Blast Lv.2
7640	—	—	Gravity Guard	—
8410	Cyclonic Surge Lv.3	—	—	Rising Sun Lv.4
9230	Alternate Dash	Damage Control	Rising Falcon Lv.3	—
10110	—	Steel Lv.4	—	Raging Blast Lv.3
11050	Whirlwind Snap Lv.4	—	Rising Falcon Lv.4	—
12050	—	Phoenix Plunge Lv.3	—	Raging Blast Lv.4
13110	Cyclonic Surge Lv.4	—	—	—
14230	—	Phoenix Plunge Lv.4	—	—
15420	—	—	—	—
16680	—	—	—	—



Ludger Will Kresnik

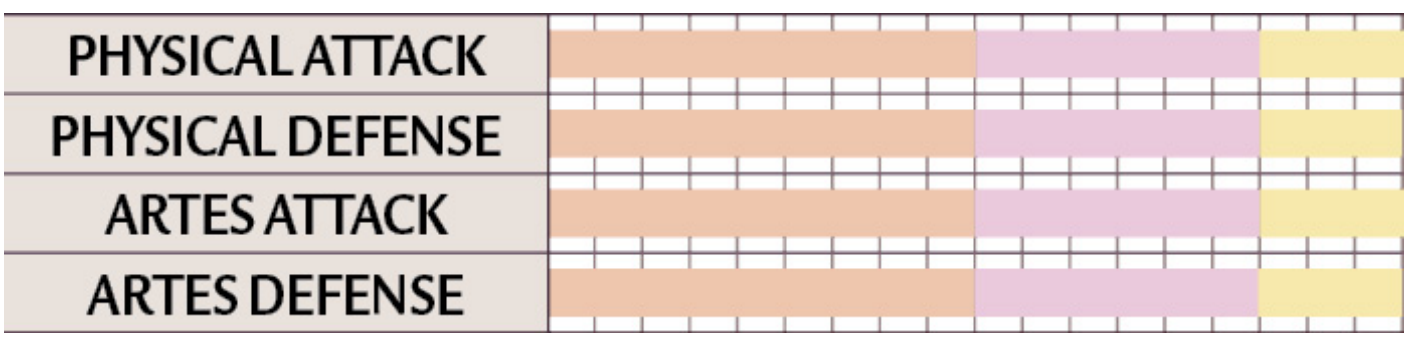
All-Purpose Fighter with Strong Stats

Ludger has high scores in nearly every stat, allowing him to excel at both offense and defense. Only his TP fails to rise above average, so it's a good idea to choose skills that can help compensate for that weakness. Note that unlike other characters, Ludger's movement speed is affected less by his agility and more by the weapon he has equipped; you'll want to stick with dual blades in most situations for their superior mobility.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	440	2694	4994	9594	A
TP	100	173	248	398	C
Strength	46	438	838	1638	B
Vitality	46	438	838	1638	B
Intelligence	46	438	838	1638	B
Psyche	46	438	838	1638	B
Agility	46	438	838	1638	B
Dexterity	46	438	838	1638	B

Stat Balance (Stats Equipment Skills)



Equippable Armaments

WEAPON	Dual Blades
	Sledgehammers
	Dual Pistols

HEADGEAR	Helmets
	Hats
ARMOR	Guards
	Coats

Partner Skill: Mirror

Ludger can copy the support ability of his linked partner, so his ability is effectively Restore when linked with Jude, Bind when linked with Milla, and so on. When you change partners in combat, the mirrored ability changes along with it, and there's a lot of strategic value in changing partners to respond to battlefield conditions. Note that when Ludger's partner is using skills like Support Shift to modify the way their support ability works, the effects of those skills won't be copied.

Mirror Properties

- Ludger copies the support ability of his linked partner.
- By changing partners in combat, you can trigger up to three support abilities.
- Ludger will not copy the effect of skills like Support Shift.
- When Ludger's support ability is triggered, the amount of Linked Artes gauge points gained is the same as if it were triggered by his partner.

You can even have Ludger steal items for you when you're playing as Leia. Also, when playing as Rowen, linking with Ludger is a good way to protect yourself in magical-artes-heavy battles.

Ludger Will Kresnik

Character Abilities

Ludger's Properties Change With His Weapon

Having access to such a wide variety of artes makes Ludger ideal for weakness-exploiting combos.

Ludger can use three different weapons—dual blades, dual pistols, and sledgehammer—and his repertoire of artes changes along with his weapon. By switching between them, Ludger has access to artes of every damage and elemental type, so it's always advantageous to match your weapon to the foe you're facing. Ludger also gains access to a Chromatus as the game progresses.

Key Attributes

- You can use Weapon Swap to switch between three weapons, allowing you to select the most advantageous one for each foe.
- By switching weapons you are able to fight effectively at both short and long ranges.
- Each of Ludger's weapons has different artes and attacks.
- Chromatus allows Ludger to temporarily transform into a form with greatly increased combat prowess.

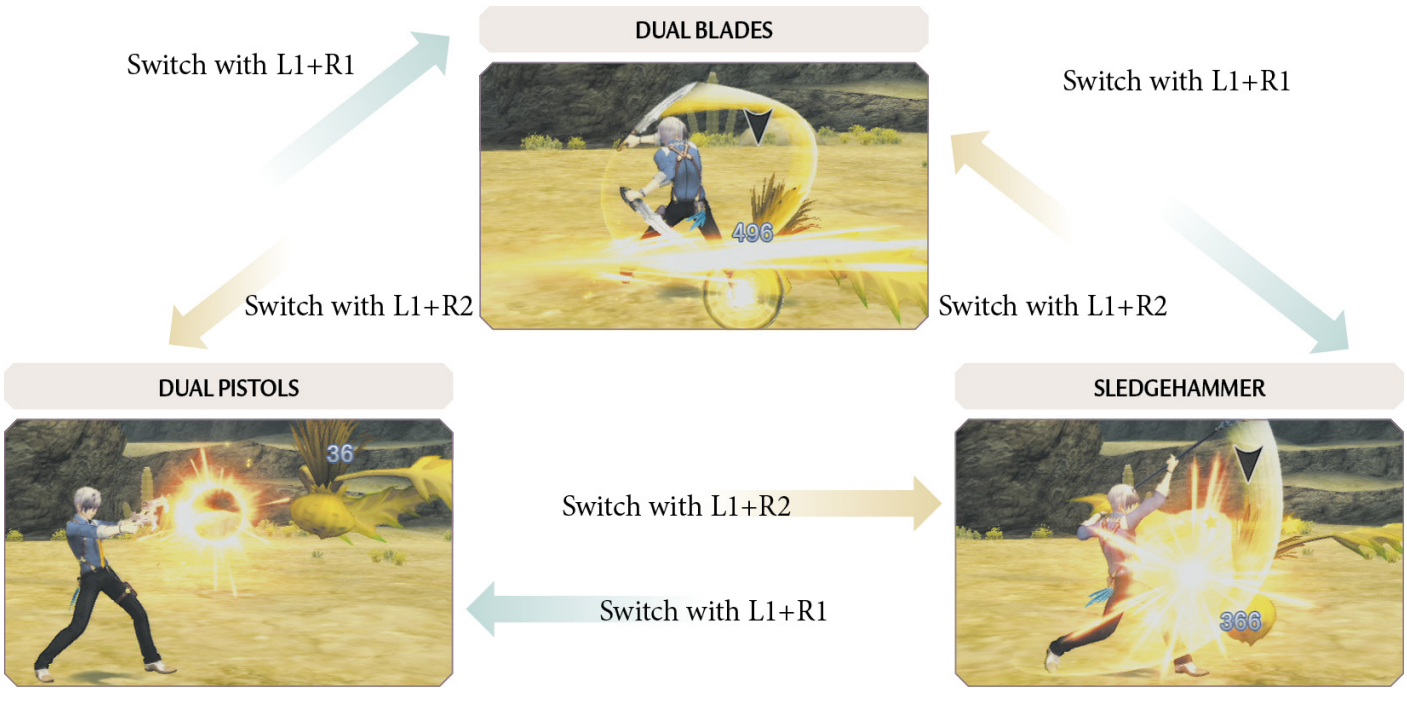
Weapon Swap—Battle While Switching Between Three Different Weapons

Press L1 and either R1 or R2 to switch weapons during combat. The diagram here illustrates which button command will shift you to which weapon. If you switch immediately after landing a normal attack or arte, you'll be able to continue the combo with your new weapon. The Exchange skill, when active, allows you to automatically switch weapons when you perform your L1 + ✕ attack, making weapon switching even easier during combos.

Weapon Shift Properties

- Press L1 + R1 or L1 + R2 to switch between dual blades, dual pistols, and sledgehammer.
- Changing weapons also changes the artes that Ludger is able to use.
- You can change weapons even during combos or Linked Artes.
- When the Exchange skill is active, you automatically switch weapons after using a power attack.

Weapon Shift Properties



Normal Attacks

Switch Weapons to Match Your Foe's Weakness

Each weapon has its own combat style: the dual blades are best against incoming foes, the sledgehammer hits a wide area of the battlefield, and the dual pistols allow you to fight from afar. Beyond that, the dual blades deal slash damage, the sledgehammer deals strike damage, and the dual pistols deal shot damage. Check each enemy's damage-type weakness as soon as the battle begins so you can pick the ideal weapon with which to face it.

Ludger Will Kresnik

Artes

Master the Skills That Offer Follow-Up Attacks

Between his three weapons' styles, Ludger has access to forty-nine different artes. Among them are artes of every damage type, so even when fighting solo, Ludger can perform extremely effective weakness-exploiting combos. However, some attacks are difficult to land based on factors like the size of your foes and their distance away from you, so refer to our suggested combos and use the one that best fits your situation.

Many artes are capable of dishing out follow-up attacks if you have skills like Second Artes and Second Artes 2 set, and if you hold the attack button longer when executing them. Make good use of this option to increase the damage of your attacks.

Physical Arte **Azure Edge**

TP Cost	4	**Casting Time**	—	**Learned From**	Start						
Power	180	**# of Hits**	2	**Phys. to Magic Ratio**	6:4	**IRON STANCE**	8	**Guard Break**	8	**HP Recovery**	8
Properties	—			**Count**	[100] Capable to perform in mid-air					**Gauge**	24

Physical Arte **Demon Fang**

TP Cost	4	**Casting Time**	—	**Learned From**	Art Tome						
Power	180<270>	**# of Hits**	2<4>	**Phys. to Magic Ratio**	7:3	**IRON STANCE**	8<16>	**Guard Break**	8<16>	**HP Recovery**	8<16>
Properties	—			**Count**	[100] Extended range, [200] Penetration & Lift up enemy					**Gauge**	20<40>

Physical Arte **Tiger Blade**

TP Cost	6	**Casting Time**	—	**Learned From**	Art Tome						

Power	200<300>	**# of Hits**	2<3>	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	8<12>	**Guard Break**	8<12>	**HP Recovery**	8<12>
Properties	—			**Count**	[100] Capable to perform in mid-air					**Gauge**	20<30>

Physical Arte **Swift Strike**

TP Cost	6	**Casting Time**	—	**Learned From**	Water 15

Power	200<300>	**# of Hits**	1<3>	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4<12>	**Guard Break**	4<12>	**HP Recovery**	4<12>
Properties	Prop Up/Stun Critical			**Count**	[100] Capable to perform in mid-air, [200] Speed up					**Gauge**	20<40>

Physical Arte **Falling Thunder**

TP Cost	8	**Casting Time**	—	**Learned From**	Light 15

Power	300	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4	**Guard Break**	4	**HP Recovery**	4
Properties	Prop Up/Knockdown Critical			**Count**	[100] Capable to perform in mid-air					**Gauge**	20

Physical Arte **Lunar Reflection**

TP Cost	9	**Casting Time**	—	**Learned From**	Wind 160

Power	240	**# of Hits**	2	**Phys. to Magic Ratio**	6:4	**IRON STANCE**	8	**Guard Break**	8	**HP Recovery**	8
Properties	invincible			**Count**	[100] Capable to perform in mid-air					**Gauge**	20

Physical Arte **Time Disintegration**

TP Cost	10	**Casting Time**	—	**Learned From**	Start

Power	300	**# of Hits**	6	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	24	**Guard Break**	24	**HP Recovery**	24
Properties	Knockdown			**Count**	[100] Guard break capability up					**Gauge**	24

Physical Arte **Armor Crusher**

TP Cost	12	**Casting Time**	—	**Learned From**	Earth 160

Power	400	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	8	**Guard Break**	104	**HP Recovery**	8
Properties	—			**Count**	[100] Hit added by +1, [200] Range extended					**Gauge**	20

Physical Arte **Energy Shackles**

TP Cost	14	**Casting Time**	—	**Learned From**	Wind-Fire 1410

Power	500	**# of Hits**	5	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	20	**Guard Break**	20	**HP Recovery**	20
Properties	—			**Count**	[100] Explosion range extended					**Gauge**	20

Physical Arte **Crimson Fury**

TP Cost	17	**Casting Time**	—	**Learned From**	Fire 310

Power	600	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	12	**Guard Break**	12	**HP Recovery**	12
Properties	Juggle			**Count**	[100] Capable to perform in mid-air, [200] Hit added by +1					**Gauge**	16

Physical Arte **Hunting Phoenix**

TP Cost	18	**Casting Time**	—	**Learned From**	Dark 3180

Power	600	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	12	**Guard Break**	12	**HP Recovery**	12
Properties	Rotate Enemy			**Count**	[100] Hit added by +1					**Gauge**	20

Physical Arte **Whirling Assault**

TP Cost	25	**Casting Time**	—	**Learned From**	Art Tome

Power	750	**# of Hits**	5	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	20	**Guard Break**	20	**HP Recovery**	20
Properties	—			**Count**	[100] Speed up					**Gauge**	20

Physical Arte **Falling Snow**

TP Cost	27	**Casting Time**	—	**Learned From**	Earth-Water 4040

Power	700<1050>	**# of Hits**	1<2>	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4<8>	**Guard Break**	4<8>	**HP Recovery**	4<8>	
Properties	Pass-Through<Reverse Enemy>			**Count**	[100] Can use in mid-air, [200] Prop up					**Gauge**	20<30>	

Physical Arte **Thousand Swords**

TP Cost	42	**Casting Time**	—	**Learned From**	Water-Dark 4530

Power	1200	**# of Hits**	4	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	12	**Guard Break**	12	**HP Recovery**	4
Properties	—			**Count**	[100/200/400] Hold button to add hit by +2					**Gauge**	8

Mystery **Moonlight Assault**

TP Cost	48	**Casting Time**	—	**Learned From**	Light 1880

Power	900	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	60	**Guard Break**	12	**HP Recovery**	60
Properties	Pass-Through/Stun (30%-kick only)			**Count**	[100] Capable to perform in mid-air, [200] Lift up enemy					**Gauge**	20

Mystery **Endless Waltz**

TP Cost	64	**Casting Time**	—	**Learned From**	Art Tome

Power	1200	**# of Hits**	12	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	9999	**Guard Break**	48	**HP Recovery**	160
Properties	Juggle/Knockdown/Iron Stance break (kick only)			**Count**	[100] Speed up, [200] Lift up enemy					**Gauge**	64

Physical Arte **Psychic Restoration**

TP Cost	10	**Casting Time**	—	**Learned From**	Start

Power	150	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	16	**Guard Break**	16	**HP Recovery**	4
Properties	HP Recovery 5%×3			**Count**	[100] Stagger probability +15%, [200] Iron Stance right after performed, [400] Recover effect UP+5%, [1000] Pause period reduced					**Gauge**	5

Physical Arte Pow Hammer

TP Cost	3	Casting Time	—	Learned From	Art Tome

Power	100	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	8	HP Recovery	4
Properties	Stun (30%)			Count	[100] Iron Stance right after performed					Gauge	10

Physical Arte Sanctuary

TP Cost	5	Casting Time	—	Learned From	Earth-Water 1030

Power	—	# of Hits	—	Phys. to Magic Ratio	—	IRON STANCE	—	Guard Break	—	HP Recovery	—
Properties	Damage Range Reduced			Count	[100] Iron Stance right after performed, [200] Range extended					Gauge	0

Physical Arte Crushing Blow

TP Cost	6	Casting Time	—	Learned From	Start

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	24	Guard Break	64	HP Recovery	4
Properties	Prop Up/Knockdown Critical			Count	[Default] Critical against grounded enemy, [100] Capable to perform in mid-air					Gauge	10

Physical Arte Outlander

TP Cost	6	Casting Time	—	Learned From	Light-Earth 310

Power	200<300>	# of Hits	1<2>	Phys. to Magic Ratio	10:0	IRON STANCE	16<48>	Guard Break	16<48>	HP Recovery	4<8>
Properties	Stun Critical			Count	[100] Lift up enemy, [200] Iron Stance right after performed					Gauge	5<10>

Physical Arte Power Swing

TP Cost	8	Casting Time	—	Learned From	Start

Power	300	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	24	**Guard Break**	32	**HP Recovery**	4
Properties	Juggle/Knockdown			**Count**	[100] Iron Stance right after performed, [200] Lift up enemy, [400] Iron Stance break probability up					**Gauge**	10

Physical Arte **Hungry Hunter**

TP Cost	12	**Casting Time**	—	**Learned From**	Light 160

Power	380	**# of Hits**	1	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	16	**Guard Break**	48	**HP Recovery**	4
Properties	Knockdown			**Count**	[100] Additional hit +1, [200] Iron Stance right after performed					**Gauge**	10

Physical Arte **Hammer Flail**

TP Cost	16	**Casting Time**	—	**Learned From**	Light 1210

Power	1200	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	32	**Guard Break**	32	**HP Recovery**	8
Properties	—			**Count**	[100] Lift up enemy, [200] Iron Stance right after performed					**Gauge**	35

Physical Arte **Swallow Flight**

TP Cost	16	**Casting Time**	—	**Learned From**	Art Tome

Power	450	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	16	**Guard Break**	16	**HP Recovery**	8
Properties	Juggle			**Count**	[100] Iron Stance right after performed, [200] Lift up enemy					**Gauge**	10

Physical Arte **Hammer Toss**

TP Cost	20	**Casting Time**	—	**Learned From**	Fire 160

Power	450	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	8	**Guard Break**	16	**HP Recovery**	8
Properties	Pull-in			**Count**	[100] Weight effect cancelled, [200] Iron Stance right after performed, [400] Additional hit +1					**Gauge**	10

Physical Arte Mine Collapse

TP Cost	21	Casting Time	—	Learned From	Fire 1210

Power	1080	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	64	Guard Break	80	HP Recovery	12
Properties	Prop Up/Knockdown	Count	[Default] Lift up enemy, [100/1000] Extended mine duration (+1 sec), [200] Iron Stance right after performed, [400] Speed up							Gauge	40

Physical Arte Wave Smasher

TP Cost	26	Casting Time	—	Learned From	Earth 1210

Power	900	# of Hits	3	Phys. to Magic Ratio	10:0	IRON STANCE	30	Guard Break	24	HP Recovery	12
Properties	Juggle/Prop Up	Count	[Default] Lift up enemy, [200] Iron Stance right after performed, [400] Iron Stance while closing in to enemy							Gauge	10

Physical Arte Flame Tunnel

TP Cost	31	Casting Time	—	Learned From	Fire-Light 6250

Power	900	# of Hits	5	Phys. to Magic Ratio	10:0	IRON STANCE	48	Guard Break	96	HP Recovery	20
Properties	Knockdown	Count	[100] Range extended, [200] Iron Stance right after performed							Gauge	10

Physical Arte Earth Spike

TP Cost	39	Casting Time	—	Learned From	Earth 5060

Power	1350	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	16	Guard Break	24	HP Recovery	4
Properties	Knockdown/No Damage Reduction vs. Knockdown	Count	[100] Additional hit +1							Gauge	10

Mystery Magical Destruction

TP Cost	54	Casting Time	—	Learned From	Fire-Light 1410

Power	900	**# of Hits**	4	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	60	**Guard Break**	16	**HP Recovery**	60	
Properties	Critical(30%)			**Count**	[100] Additional hit +1 & Lift up enemy, [200] Additional hit +3					**Gauge**	10	

Mystery **Freezing Eruption**

TP Cost	60	**Casting Time**	—	**Learned From**	Earth-Water 6250

Power	1000	**# of Hits**	4	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	40	**Guard Break**	64	**HP Recovery**	40	
Properties	Prop Up/Juggle/Knockdown/Unstaggerable			**Count**	[100] Iron Stance right after performed, [200] Range extended					**Gauge**	12	

Physical Arte **Bubble Blast**

TP Cost	6	**Casting Time**	—	**Learned From**	Start

Power	200	**# of Hits**	1	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	4	**Guard Break**	4	**HP Recovery**	24	
Properties	—			**Count**	[Default] Hold button to slow shot speed, [100] Capable to perform in mid-air, [200] Range extended					**Gauge**	10	

Physical Arte **Stun Blitz**

TP Cost	6	**Casting Time**	—	**Learned From**	Art Tome

Power	150	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**IRON STANCE**	4	**Guard Break**	4	**HP Recovery**	6	
Properties	Stun (50%)			**Count**	[100] Stagger probability up +10%, [200] Extended range					**Gauge**	5	

Physical Arte **Zero Divide**

TP Cost	9	**Casting Time**	—	**Learned From**	Dark 160

Power	200	**# of Hits**	1	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	20	**Guard Break**	20	**HP Recovery**	6	
Properties	Pull-in			**Count**	[100] Capable to perform in mid-air, [200] Lift up enemy, [400] Extended range					**Gauge**	10	

Physical Arte **Meteoric Waltz**

TP Cost	6	Casting Time	—	Learned From	Art Tome

Power	220	# of Hits	2	Phys. to Magic Ratio	5:5	IRON STANCE	8	Guard Break	8	HP Recovery	12
Properties	Juggle			Count	[100] Capable to perform in mid-air, [200] Weight effect cancelled, [400] Additional hit +1					Gauge	10

Physical Arte **Crossfire**

TP Cost	12	Casting Time	—	Learned From	Start

Power	300	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	4	Guard Break	4	HP Recovery	6
Properties	Knockdown Critical			Count	[100] Lift up enemy					Gauge	15

Physical Arte **Scatter Bolt**

TP Cost	12	Casting Time	—	Learned From	Wind-Fire 1210

Power	300	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	4	Guard Break	4	HP Recovery	6
Properties	—			Count	[100] Speed up, [200] Back step distance extended					Gauge	10

Physical Arte **Rapid Burst**

TP Cost	21	Casting Time	—	Learned From	Wind-Fire 230

Power	450<1170>	# of Hits	4<12>	Phys. to Magic Ratio	8:2	IRON STANCE	4<12>	Guard Break	16<48>	HP Recovery	24<72>
Properties	—			Count	[100] Normal shot penetrates enemy					Gauge	8<24>

Physical Arte **Squall Shot**

TP Cost	18	Casting Time	—	Learned From	Art Tome

Power	400	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	12	Guard Break	12	HP Recovery	18
Properties	—			Count	[100] Additional hit +2, [200] Speed up					Gauge	10.5

Physical Arte Rolling Thunder

TP Cost	16	Casting Time	—	Learned From	Start

Power	300	# of Hits	3	Phys. to Magic Ratio	10:1	IRON STANCE	12	Guard Break	12	HP Recovery	18
Properties	—			Count	[100] Perform in mid-air					Gauge	10

Physical Arte Arc Fire

TP Cost	24	Casting Time	—	Learned From	Water 730

Power	600	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	3	Guard Break	12	HP Recovery	18
Properties	Prop Up/Juggle/Knockdown Critical			Count	[Default] Critical against grounded enemy, [100] Additional hit +2					Gauge	9

Physical Arte Migrating Sparrows

TP Cost	24	Casting Time	—	Learned From	Wind 4530

Power	300	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	12	Guard Break	12	HP Recovery	18
Properties	Juggle/Knockdown			Count	[100] Capable to perform in mid-air, [200] Penetration, [400] Extended range					Gauge	10.5

Physical Arte Deadeye

TP Cost	29	Casting Time	—	Learned From	Water-Dark 400

Power	600	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP Recovery	18
Properties	Stun Critical			Count	[100] Invincible while roll action, [400] Cancel step right after roll action					Gauge	10

Physical Arte Heatwave

TP Cost	38	Casting Time	—	Learned From	Fire 5060

Power	900	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	12	Guard Break	12	HP Recovery	18
Properties	Knockdown			Count	[100] Extended range					Gauge	10

Physical Arte	Blaze Bloom									
TP Cost	50	**Casting Time**	—	**Learned From**	Light-Earth 1880					

Power	1100	**# of Hits**	7	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	7	**Guard Break**	28	**HP Recovery**	42
Properties	—			**Count**	[100] Speed up, [200] Extended range					**Gauge**	10

Mystery	Wings of Destruction									
TP Cost	55	**Casting Time**	—	**Learned From**	Water-Dark 1880					

Power	600	**# of Hits**	5	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	100	**Guard Break**	20	**HP Recovery**	100
Properties	Rotate Enemy / Movment speed reduced			**Count**	[100] Lift up enemy, [200] Additional tornado +2, [400] Tornado duration extended (+1 sec)					**Gauge**	10

Mystery	Requiem									
TP Cost	64	**Casting Time**	—	**Learned From**	Dark-Wind 4040					

Power	750	**# of Hits**	10	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	10	**Guard Break**	40	**HP Recovery**	100
Properties	Prop Up/Juggle			**Count**	[100] Capable to perform in mid-air, [200] Additional hit +1					**Gauge**	10

Mystic Arte	Ritual of Destruction									
TP Cost	0	**Casting Time**	—	**Learned From**	(Special)					

Power	10500	**# of Hits**	15	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Accuracy/Knockdown			**Count**	—					**Gauge**	0

Ludger Will Kresnik

Chromatus

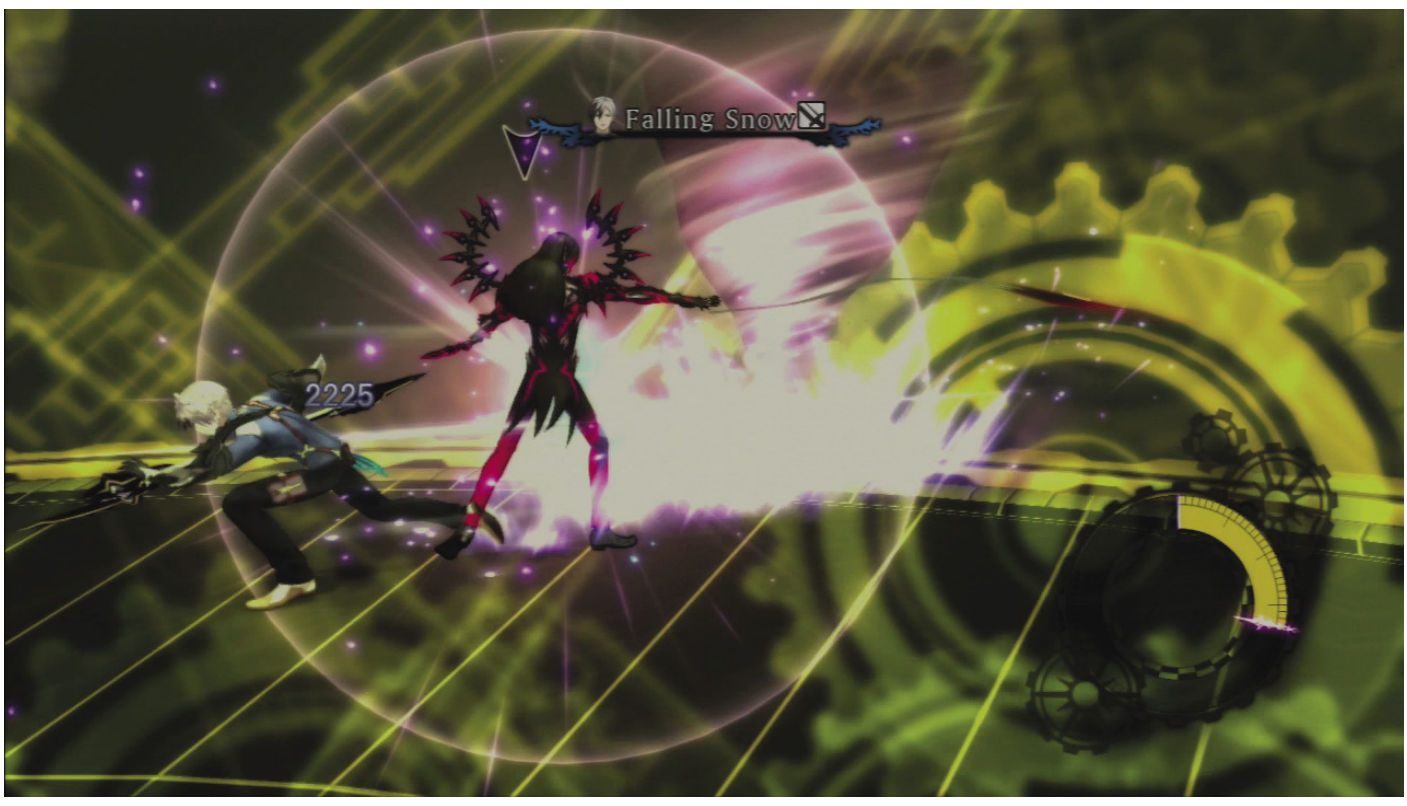
Wipe Out Foes With This Brief but Overwhelming Power

If you have at least one full bar in the Chromatus Gauge (located on the lower-right part of the screen), Ludger can transform by pressing L3 + R3. Once transformed, Ludger will battle alone on a battlefield that contains only himself and your enemies, but with dramatically increased power. This effect lasts until the Chromatus Gauge is again reduced to zero. While transformed, Ludger can attack without worrying about HP, TP, or AC. Additionally, all of his normal attacks and artes deal type-less damage, so you needn't concern yourself with enemy resistances either. However, your Chromatus Gauge doesn't decline only with the passage of time; taking enemy attacks also reduces its duration.

Chromatus-Related Skills

Skill	Effect When Active
Overdrive	If Ludger performs a taunt while transformed, the Chromatus Gauge will empty half as quickly. However, enemy attacks will be able to stagger Ludger.
Kresnik	Gain +5 seconds of transformation time if you transform in mid-combo.
Kresnik 2	The Chromatus Gauge empties half as quickly when Ludger is in mid-air.
Kresnik 3	When transformed, a front-step warps you directly in front of your targeted foe.
Speed Spoils	You earn double elemental ore for defeating a speed-type foe during the first stage of your transformation.
Trance	You earn double elemental ore for defeating foes during any transformation stage other than the last used one.
Power Spoils	You earn double elemental ore for defeating a power-type foe during the second stage of your transformation.
Break-In	Increases duration of transformation by up to 10 seconds.
Magic Spoils	You earn double elemental ore for defeating a magic-type foe during the third stage of your transformation.
Chromatus Drive	When Ludger is at 30% or less of his max HP, his Chromatus Gauge fills 50% faster.

Normal Attacks—Transformed



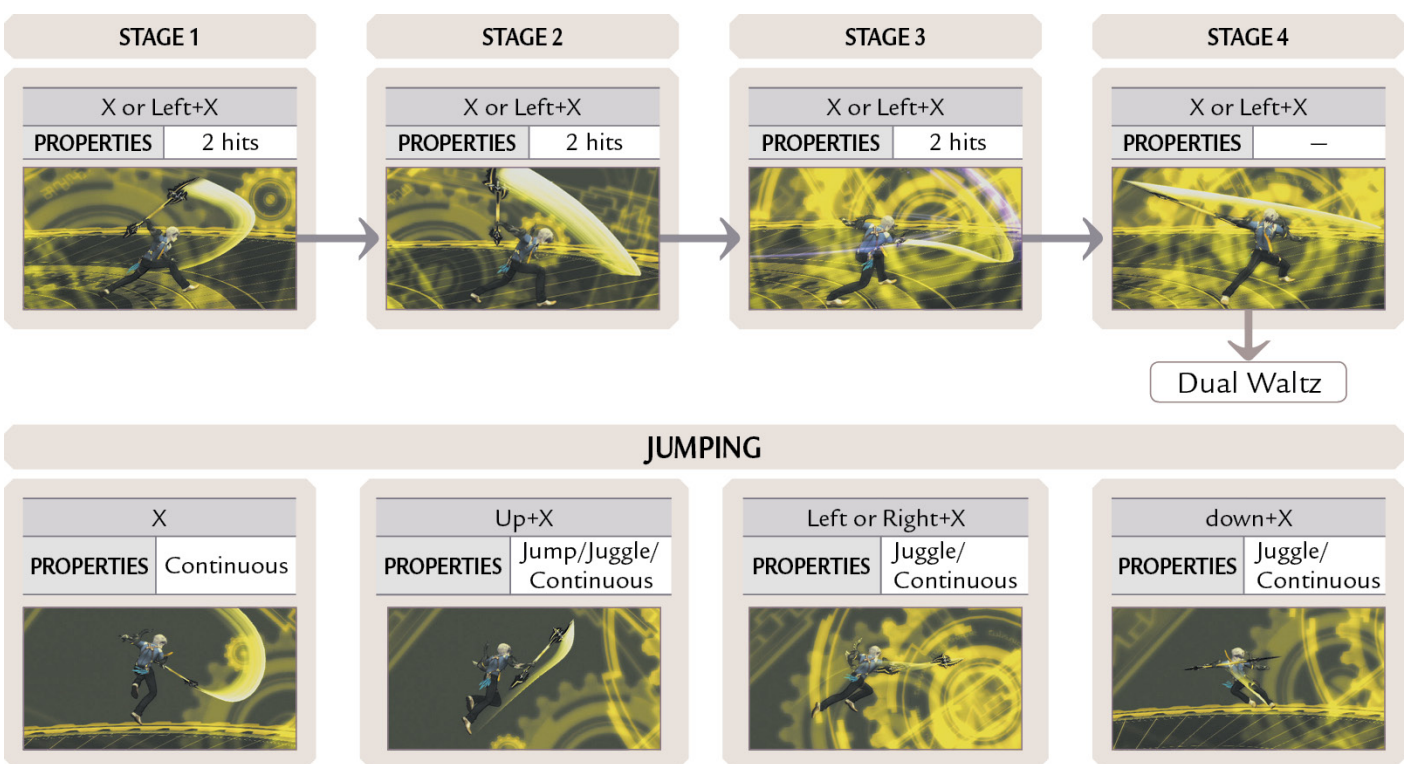
Start Your Combos With the Quick X Attack

When transformed, you perform normal attacks with X and Chromatus-exclusive artes with ●. As long as you're on the ground, the direction of the left stick makes no difference; you'll always perform the same starting X attack, which is an excellent combo starter. While in mid-air, the attack you perform varies based on the direction of the left stick. These attacks can be performed in rapid succession but are low in power, and should be quickly chained into artes.

While transformed, you fight with a Chromatus-exclusive spear, and cannot Weapon Swap.

Attack Multiple Foes With Wide-Ranging Artes

Performing artes works differently when transformed. The arte you perform changes based on the amount of X attacks you've performed before pressing ●. In general, artes performed after pressing u have a wide area of effect that can target many foes. Powerful artes like Hexentia and Edge Crusher are easy to use and require relatively few presses of X, so they should be the cornerstone of your offense. Note that the Chromatus mystic artes—Soul Destroyer and Eternal Waltz—become available when your Chromatus level rises as the story progresses. The table here shows how to execute each of the Chromatus artes.



Ludger Will Kresnik

Chromatus Artes

Input	Art Triggered
L1+X	Grand Cleaver
Left or Right+L1+X	Heatwave
Circle	Azure Edge
Up+Circle	Dark Projection
Left or Right+Circle	Falling Snow
Down+Circle	Zero Divide
X → Circle	Power Swing

Input	Art Triggered
X → X → Circle	Hexentia
X → X → X → Circle	Edge Crusher
X → X → X → X → Circle	Apocalyptica
X → X → X → X → X → X	Dual Waltz (Stage 1-3)
X → X → X → X → X → X	Endless Waltz (Stage 4)
L1+X → Hold X	Soul Destroyer (Stage 2-3)
	Endless Waltz (Stage 4)

Physical Arte GRAND CLEAVER

TP Cost	0	Casting Time	—	Learned From	Start

Power	900	# of Hits	2	Phys. to Magic Ratio	5:5	IRON STANCE	8	Guard Break	8	HP Recovery	—
Properties	Prop Up/Juggle/Knockdown			Count	—					Gauge	0

Physical Arte Heatwave

TP Cost	0	Casting Time	—	Learned From	Start

Power	600	# of Hits	5	Phys. to Magic Ratio	5:5	IRON STANCE	20	Guard Break	100	HP Recovery	—
Properties	Prop Up/Juggle/Knockdown/Stun (15%)			Count	—					Gauge	0

Physical Arte Azure Edge

TP Cost	0	Casting Time	—	Learned From	Start

Power	900	# of Hits	4	Phys. to Magic Ratio	5:5	IRON STANCE	16	Guard Break	16	HP Recovery	—
Properties	Knockdown (Air)/Prop Up			Count	—					Gauge	0

Physical Arte Dark Projection

TP Cost	0	Casting Time	—	Learned From	Start

Power	900	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	100	Guard Break	4	HP Recovery	—
Properties	Prop Up			Count	—					Gauge	0

Physical Arte Falling Snow

TP Cost	0	Casting Time	—	Learned From	Start

Power	900	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	100	Guard Break	4	HP Recovery	—
Properties	Prop Up			Count	—					Gauge	0

Physical Arte Zero Divide

TP Cost	0	Casting Time	—	Learned From	Start

Power	225	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	4	Guard Break	4	HP Recovery	—
Properties	Pull-in/Prop Up			Count	—					Gauge	0

Physical Arte Power Swing

TP Cost	0	Casting Time	—	Learned From	Start

Power	1800	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	4	Guard Break	9999	HP Recovery	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			Count	—					Gauge	0

Physical Arte Hexentia

TP Cost	0	Casting Time	—	Learned From	Start

Power	2700	# of Hits	2	Phys. to Magic Ratio	5:5	IRON STANCE	8	Guard Break	300	HP Recovery	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			Count	—					Gauge	0

Physical Arte Edge Crusher

TP Cost	0	Casting Time	—	Learned From	Start

Power	4500	# of Hits	5	Phys. to Magic Ratio	5:5	IRON STANCE	20	Guard Break	1500	HP Recovery	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			Count	—					Gauge	0

Physical Arte Apocalyptica

TP Cost	0	Casting Time	—	Learned From	Start

Power	2700	# of Hits	5	Phys. to Magic Ratio	5:5	IRON STANCE	20	Guard Break	1500	HP Recovery	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			Count	—					Gauge	0

Physical Arte Dual Waltz

TP Cost	0	Casting Time	—	Learned From	Start

Power	200	# of Hits	12	Phys. to Magic Ratio	5:5	IRON STANCE	1200	Guard Break	46	HP Recovery	—
Properties	Prop Up/Guard Break/Juggle			Count	—					Gauge	0

Physical Arte Endless Waltz

TP Cost	0	Casting Time	—	Learned From	Stage 4

Power	4000	# of Hits	13	Phys. to Magic Ratio	5:5	IRON STANCE	1300	Guard Break	52	HP Recovery	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			Count	—					Gauge	0

Mystic Arte Soul Destroyer

TP Cost	0	Casting Time	—	Learned From	Stage 2

Power	10500	# of Hits	25	Phys. to Magic Ratio	5:5	IRON STANCE	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Mystic Arte Endless Waltz

TP Cost	0	Casting Time	—	Learned From	Stage 4

Power	10500	# of Hits	26	Phys. to Magic Ratio	5:5	IRON STANCE	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Exploit the Individual Strengths of Your Weapons

As a general rule, you should use the high-mobility, quick-striking dual blades as your main weapon, and switch to the sledgehammer when battling large groups of foes, and the dual pistols when you want to battle from afar. You can also change weapons to exploit a foe's weakness to a particular damage type. Keep an eye out for skills like Crusher and Dual Bladist, which enhance a particular weapon.

Weapon Properties

Dual Blades

With the dual blades you can fight effectively at close range without having to worry about giving your foes openings to retaliate. Your attacks have limited range, but the weapon offers high mobility. Fight with a prudent balance of offensive and defensive tactics.

Sledgehammer

The wide sweeps of the sledgehammer are slow, but this weapon offers far greater reach than the dual blades. It particularly shines when Ludger has to contend with multiple foes.

Dual Pistols

The dual pistols are primarily for long-range combat. Their drawback is how much they limit Ludger's mobility, but they can be used safely if you take care to position yourself effectively.

Boss Tactics—Use Skills to Make Ludger Stagger-Proof

Ludger can learn a variety of skills like Step Guard and Mobile Armor that prevent him from being staggered. When these skills are active, you'll be able to perform quick-steps or begin guarding even while you're actively under enemy attack, allowing you to minimize the damage you take. Of particular use is the Grounded Stance skill, which prevents you from being staggered while standing on solid ground. With these skills active, you can easily shift to a defensive strategy during boss fights in order to fill your Chromatus Gauge, and then transform to turn the tables on your foe.

Stagger-Negation Skills	
Skill	**Effect When Active**
Step Guard	You won't get staggered if attacked during a quick-step.
Mobile Armor	You won't get staggered if attacked during a free run.
Gravity Guard	You won't get staggered when you're on the ground with 0 AC.
Grounded Stance	You can't get staggered when both feet are on the ground.
Aerial Armor	You can't get staggered when in mid-air.

If a skill is keeping you from being staggered, you'll be able to guard even when under enemy attack. Also, enemies won't be able to interrupt your attacks by damaging you, so you can fight much more aggressively.

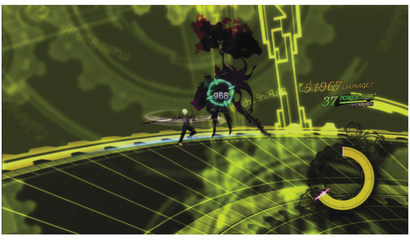
Special—When Transformed, Rely on Edge Crusher and Hexentia

Edge Crusher is the most consistently damaging of Ludger's transformed-mode attacks, so when battling foes on the ground, make it the core of your offense. Hexentia is also quite effective: It has a wide area of effect, can damage mid-air foes, and is a quick arte that can be used repeatedly. Both artes are capable of knocking down foes, restricting your target's ability to act. Also, when approaching foes, the ability of Dark Projection to put Ludger above your foe in the blink of an eye is very useful.

When you use your mystic arte, it will end your transformation, so save it until your gauge is nearly empty.

Special—Extend Your Transformation Time

You can use skills like Overdrive to lengthen the amount of time you spend in your transformed mode. Break-In is particularly useful, since activating it is all you need to do make it work. Kresnik 2 is another good one, extending your transformation time while you use normal attacks in mid-air. To taunt safely while transformed, knock your foes down first.



Your affinity with your linked partner also affects the length of your transformation time.

Skills That Affect Transformation Time	
Skill	**Effect When Active**
Break-In	Increases duration of transformation by up to 10 seconds.
Overdrive	If Ludger performs a taunt while transformed, the Chromatus Gauge will empty half as quickly. However, enemy attacks will be able to stagger Ludger.
Kresnik	Gain 5 seconds of transformation time if you transform in mid-combo.
Kresnik 2	The Chromatus Gauge empties half as quickly when Ludger is in mid-air.

Ludger Will Kresnik

Recommended Combos

Dual Blades—A Large Hit-Count Combo Usable from the Start

Step 1: ⇦ or ⇨ + ✕, Step 2: Demon Fang, Step 3: Time Disintegration, Step 4: Falling Thunder, Step 5: Back-Step

After a ⇦ or ⇨ + ✕ attack, chain into Demon Fang (which deals additional hits at close range) and knock your foe down with Time Disintegration. Then pound the fallen foe with Falling Thunder for big damage, as that arte is a guaranteed critical hit against knocked-down foes. Once the attack lands, back-step away so you'll have time to replenish your AC before your next combo.

Sledgehammer—Exploit Knockdowns to Deal Big Damage

Step 1: ⇦ or ⇨ + ✕, Step 2: ⇩ + ✕, Step 3: Hungry Hunter, Step 4: Crushing Blow, Step 5: Hungry Hunter

Chain normal attacks into the Hungry Hunter arte to knock your foe down. Afterwards, use Crushing Blow (which scores critical hits against a fallen foe) to prop your target back up, just in time for another knockdown smash from Hungry Hunter. If you still have AC to spare, prop him up again with Crushing Blow to keep the combo going for an even greater damage total.

Dual Pistols—Deal Damage as You Back Away from Your Foe

Step 1: ⇧ + ✕, Step 2: Bubble Blast, Step 3: ⇩ + ✕, Step 4: Back-Step, Step 5: Crossfire

When wielding the dual pistols, it can be hard to get away from an incoming foe without taking a bunch of hits, but this combo will allow you to dish out damage as you safely back away. Launch your foe with a normal attack, then follow up with the Bubble Blast arte. Use a ⇩ and ✕ attack to knock the foe down when it lands, then back-step away and unleash the Crossfire arte. You have access to all of these artes from the start, so you can use this combo from the beginning of the game.

Dual Pistols—A High-Power, Mid-Range Combo

Step 1: Scatter Bolt, Step 2: Blaze Bloom, Step 3: Migrating Sparrows, Step 4: Quick-Step x2, Step 5: Requiem

This is useful a combo for when you find yourself roughly one quick-step away from your target. The combo opens with Scatter Bolt, chains into a pair of long-range artes, and uses Requiem as a high-damage capper. Note that if you haven't learned Requiem yet, you can instead take just a single quick-step after Migrating Sparrows and end with the Crossfire arte instead.

Chromatus—A Chromatus Combo with a Mystic Arte Finish

Step 1: Dark Projection, Step 2: (Mid-Air) ⇨ + ✕, Step 3: (Mid-Air) ⇩ + ✕, Step 4: Dual Waltz, Step 5: Grand Cleaver

Begin by using the Dark Projection arte to move above your target's head. From there, immediately launch ⇨ + ✕ and ⇩ + ✕ attacks from mid-air. If you land before your target, rapidly press ✕ until you execute a Dual Waltz, and then unleash Grand Cleaver against your fallen foe. If your Chromatus Gauge is running low, finish off the target with your mystic arte immediately after Grand Cleaver.

Various—A Recommended Combo That Uses Every Weapon

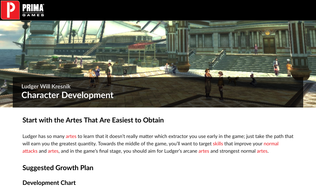
Step 1: Time Disintegration, Step 2: Crushing Blow, Step 3: Blaze Bloom, Step 4: Migrating Sparrows, Step 5: Falling Thunder

This combo uses L1 + R1 to switch weapons between attacks. Start with dual blades, and execute Time Disintegration to knock your foe down. Switch to sledgehammer and use a Crushing Blow to prop the foe back up, then switch to dual pistols for a Blaze Bloom chained into Migrating Sparrows, which will knock your foe down once again. Switch back to dual blades for a critical-hit finisher with Falling Thunder.

Various—A Dual Pistols Combo with a Sledgehammer Finish

Step 1: Scatter Bolt, Step 2: Swift Strike, Step 3: ⇩ + ✕, Step 4: ⇩ + ✕, Step 5: Crushing Blow

When an enemy approaches while you're wielding dual pistols, this combo will allow you to dish out damage as you switch to your sledgehammer. Use Scatter Bolt to attack while putting some distance between Ludger and his foe, then switch to dual blades for a Swift Strike. When the second ⇩ + ✕ attack from your dual blades knocks your foe down, switch to the sledgehammer and unleash a Crushing Blow. (But if your goal is merely to get away from your foe, you can just keep using Scatter Bolts instead.)



Ludger Will Kresnik

Character Development

Start with the Artes That Are Easiest to Obtain

Ludger has so many artes to learn that it doesn't really matter which extractor you use early in the game; just take the path that will earn you the greatest quantity. Towards the middle of the game, you'll want to target skills that improve your normal attacks and artes, and in the game's final stage, you should aim for Ludger's arcane artes and strongest normal artes.

Suggested Growth Plan

Development Chart

Learn Artes of Every Damage Type

The first goal is to get the most accessible arte of each damage type to increase versatility on the battlefield. As you acquire new extractors, equip them to Ludger first to expand his repertoire of skills and artes.

Hammer Toss

Swift Strike

Azure Edge Lv. 1

Power Swing Lv.1

Falling Thunder

Zero Divide

Prioritize Skills that Boost Normal Attacks

Next, target skills like Crusher and Pierce that enhance the normal attacks of each of your weapons. Along the way, try to pick up the Second Artes skills that will strengthen your artes.

Crusher

Defense Artes

Long Barrel

Pierce

Speed Freak

Second Artes 2

Learn Ludger's Most Powerful Artes

Ludger has numerous artes like Moonlight Assault and Hunting Phoenix in the 2000–6000 point range, so aim for skills that increase your overall combat potential and pick up the artes along the way.

Moonlight Assault

Flame Tunnel

Heateave

Earth Spike

Falling Snow

Hunting Phoenix

Thousand Swords

Migrating Sparrows

Blaze Bloom

Down Burst

Learn and Enhance Ludger's Arcane Artes

In the final half of the game, ignore the skills and begin targeting Freezing Eruption and Requiem, Ludger's powerful arcane artes. Once you learn them, continue enhancing them by targeting their higher-level versions.

Freezing Eruption

Requiem

Allium Orbs - Skills and Artes

Points	Light	Light -Earth	Earth	Earth -Water
15	Falling Thunder	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Power Swing Lv.1	Blunt Force
160	Hungry Hunter	—	Armor Crusher	—
230	Reconsissance	Level Restore	—	—
310	Falling Thunder Lv.1	Outlander	Exchange	—
400	—	—	Crossfire Lv.1	—
500	Hungry Hunter Lv.1	—	Exchange Plus	Second Artes 2
610	Stamina	—	Power Swing Lv.2	—
730	Over Extension 2	Outlander Lv.1	Dexterity 2	—
870	Intelligence 2	—	Armor Crusher Lv.1	—
1030	HP Gain 2	Speed Freak	Crossfire Lv.2	Sanctuary
1210	Hammer Flail	—	Wave Smasher	—
1410	Falling Thunder Lv.2	Outlander Lv.2	Earth Guard	—
1630	Over Extension	—	Power Swing Lv.3	—
1880	Moonlight Assault	Blaze Bloom	Flash Guard	Sanctuary Lv.1
2160	Over Extension 3	—	Armor Crusher Lv.2	—
2470	Stamina 2	—	Wave Smasher Lv.1	—
2810	Light Guard	Outlander Lv.3	Crossfire Lv.3	—
3180	Hungry Hunter Lv.2	—	HP Restoration Guard	Sanctuary Lv.2
3590	HP Surge	—	Armor Crusher Lv.3	—
4040	—	Outlander Lv.4	Power Swing Lv.4	Falling Snow
4530	Hammer Flail Lv.1	Heat Share Plus	TP Restoration Guard	Sanctuary Lv.3
5060	Falling Thunder Lv.3	—	Earth Spike	—
5630	Hungry Hunter Lv.3	Blaze Bloom Lv.1	Wave Smasher Lv.2	Falling Snow Lv.1
6250	—	—	Crossfire Lv.4	Freezing Eruption
6920	Hammer Flail Lv.2	—	—	—
7640	Moonlight Assault Lv.1	Blaze Bloom Lv.2	Armor Crusher Lv.4	Sanctuary Lv.4
8410	Hungry Hunter Lv.4	—	Earth Spike Lv.1	Freezing Eruption Lv.1
9230	HP Surge 2	—	—	Falling Snow Lv.2
10110	Falling Thunder Lv.4	—	Earth Spike Lv.2	Freezing Eruption Lv.2
11050	Moonlight Assault Lv.2	—	Wave Smasher Lv.3	—
12050	Hammer Flail Lv.3	Blaze Bloom Lv.3	—	Falling Snow Lv.3
13110	Moonlight Assault Lv.3	—	Earth Spike Lv.3	Freezing Eruption Lv.3
14230	Hammer Flail Lv.4	—	Wave Smasher Lv.4	—
15420	Moonlight Assault Lv.4	—	Earth Spike Lv.4	Falling Snow Lv.4
16680	—	Blaze Bloom Lv.4	—	Freezing Eruption Lv.4

Points	Water	Water -Dark	Dark	Dark -Wind
15	Swift Strike	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	—	—	TP Gain	—
160	Time Disintegration Lv.1	—	Zero Divide	—
230	Hidden Target	—	Rolling Thunder Lv.1	—
310	Psychic Restoration Lv.1	—	—	—
400	Bubble Blast Lv.1	Deadeye	—	—
500	TP Combo Support	—	Zero Divide Lv.1	—
610	Swift Strike Lv.1	Counter Chance	Spirit	Long Barrel
730	Arc Fire	—	—	—
870	Vitality 2	Deadeye Lv.1	Psyche 2	Balance
1030	Psychic Restoration Lv.2	—	TP Gain 2	—
1210	Bubble Blast Lv.2	Pierce	Rolling Thunder Lv.2	—
1410	Solid Guard	—	Zero Divide Lv.2	—
1630	Time Disintegration Lv.2	—	Dark Guard	—
1880	Swift Strike Lv.2	Wings of Destruction	—	Combo Siphon
2160	Arc Fire Lv.1	—	Spirit 2	—
2470	Psychic Restoration Lv.3	Deadeye Lv.2	—	—
2810	Bubble Blast Lv.3	—	—	Dash
3180	Time Disintegration Lv.3	Wings of Destruction Lv.1	Hunting Phoenix	—
3590	Hidden Target 2	—	TP Surge	—
4040	Swift Strike Lv.3	—	Second Artes 3	Requiem
4530	Bullet Vengeance	Thousand Swords	Rolling Thunder Lv.3	—
5060	Down Burst	Deadeye Lv.3	—	—
5630	Arc Fire Lv.2	Mind Share Plus	Hunting Phoenix Lv.1	Requiem Lv.1
6250	Psychic Restoration Lv.4	—	—	—
6920	Time Disintegration Lv.4	Wings of Destruction Lv.2	Zero Divide Lv.3	—
7640	Swift Strike Lv.4	Thousand Swords Lv.1	Last Stand	Requiem Lv.2
8410	Arc Fire Lv.3	—	Rolling Thunder Lv.4	—
9230	Damage Control	Deadeye Lv.4	TP Surge 2	—
10110	Bubble Blast Lv.4	Thousand Swords Lv.2	Hunting Phoenix Lv.2	Requiem Lv.3
11050	—	Wings of Destruction Lv.3	—	—
12050	Arc Fire Lv.4	—	Hunting Phoenix Lv.3	—
13110	—	Thousand Swords Lv.3	Zero Divide Lv.4	Requiem Lv.4
14230	—	Wings of Destruction Lv.4	—	—
15420	—	—	Hunting Phoenix Lv.4	—
16680	—	Thousand Swords Lv.4	—	—

Points	Wind	Wind -Fire	Fire	Fire -Light
15	—	—	—	—
50	Agility	—	Strength	—
100	Azure Edge Lv.1	Long Step	—	—
160	Lunar Reflection	—	Hammer Toss	—
230	—	Rapid Burst	Fury Stoke	—
310	—	Momentary Gain	Crimson Fury	—
400	—	Crushing Blow Lv.1	Crusher	—
500	Jump Cancel	Rapid Burst Lv.1	—	—
610	Azure Edge Lv.2	Defense Artes	Hammer Toss Lv.1	—
730	Mirage Step	—	Crimson Fury Lv.1	—
870	Agility 2	—	Strength 2	Dual Bladist
1030	—	Crushing Blow Lv.2	—	—
1210	Lunar Reflection Lv.1	Scatter Bolt	Mine Collapse	—
1410	Azure Edge Lv.3	Energy Shackles	Hammer Toss Lv.2	Magical Destruction
1630	Wind Guard	Rapid Burst Lv.2	Fire Guard	—
1880	—	Extended Window	Crimson Fury Lv.2	—
2160	—	Counter Artes	—	Magical Destruction Lv.1
2470	Azure Edge Lv.4	—	Mine Collapse Lv.1	—
2810	—	Scatter Bolt Lv.1	Hammer Toss Lv.3	—
3180	Lunar Reflection Lv.2	Momentary Gain 2	—	—
3590	—	Crushing Blow Lv.3	Fury Stoke 2	—
4040	—	Step Guard	Spitfire	Magical Destruction Lv.2
4530	Migrating Sparrows	Energy Shackles Lv.1	Crimson Fury Lv.3	Cross Counter
5060	Lunar Reflection Lv.3	Rapid Burst Lv.3	Heateave	—
5630	Migrating Sparrows Lv.1	Scatter Bolt Lv.2	Hammer Toss Lv.4	Magical Destruction Lv.3
6250	—	Energy Shackles Lv.2	Heateave Lv.1	Flame Tunnel
6920	Lunar Reflection Lv.4	Crushing Blow Lv.4	Mine Collapse Lv.2	—
7640	Migrating Sparrows Lv.2	Energy Shackles Lv.3	Crimson Fury Lv.4	—
8410	—	Rapid Burst Lv.4	—	Magical Destruction Lv.4
9230	Alternate Dash	Scatter Bolt Lv.3	Heateave Lv.2	Flame Tunnel Lv.1
10110	Migrating Sparrows Lv.3	—	Mine Collapse Lv.3	—
11050	Sky Soldier	Energy Shackles Lv.3	—	Flame Tunnel Lv.2
12050	Migrating Sparrows Lv.4	Scatter Bolt Lv.4	Heateave Lv.3	—
13110	—	—	Mine Collapse Lv.4	—
14230	—	Energy Shackles Lv.4	—	Flame Tunnel Lv.3
15420	—	—	Heateave Lv.4	—
16680	—	—	—	Flame Tunnel Lv.4